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Flying Shark	5.50	5.00	9.95	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
Foot Fights Back	6.00	6.95	9.95	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
Football Director	6.00	6.00	6.00	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
15 Strike Eagle	6.95	6.95	9.95	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
Football Manager	2.95	4.95	6.95	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
Football Manager 2	6.95	9.95	6.95	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
Freddy Hardest	2.95	2.95	2.95	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
Game Over	3.50	3.50	3.50	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
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Garfield	6.00	6.50	6.50	Mini Putt	5.95	8.95	6.95	Amiga 5000	11.95	11.95	14.95	Netherworld	13.95	13.95	
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FUNNY OLD GAME, INNIT CECIL?

What a lot of people don't know is that Football Director is only part of a series. As well as the usual Football Director II, which boasts nicer screens and faster gameplay (except on the +3, which is six times slower than any other version), there's a two-player Super League, which is identical to Football Director except that it boasts two-player simultaneous action, and International Manager, which is Football Director set in the topsy turvy world of international football.

The last company I have to mention is the company that has recently written the best ever managerial game, Goliath Games. Headed by Doug Mathews, of ex-Scanatron fame, Track Suit Manager was the company's first release, and was well-received by everyone and featured all the teams in the World Cup, and all the players in all the teams (around 700 in all) as well as accurate statistics on all of them, a revolutionary match commentary system

that gives you a continuous flow of text telling you what's happening on the turf. All this would normally cost speed, but in this case it doesn't. The speed of the game is fully adjustable via the joystick, from the full 45 minutes a half, right down to eight seconds a half. The Spectrum version is a bit slower than the Commodore version, and boasts a masterful piece of compaction. All the data just fits, and looking at the statistics I've been given, there were two bytes left at the end of it. The funny thing is there were two spelling mistakes, "Substitute" and the other one escapes me for the moment. The point I am two letters missing altogether, so if those letters were included, there would be no room left at all.

I can't talk about managerial games, though, without mentioning the worst: Soccer Boss. Soccer Box is not a very good game. In fact, it's very bad. It boasts amazingly s-l-o-w gameplay, unresponsive

controls and is sooo easy. Needless to say, it's still riding high in the budget software charts. Makes you think, doesn't it?

But of course, there are many others. This is just the cream of the crop and we simply haven't the space to re-review all the old games, for the simple reason that there are so many of them. We came up with over 30! Plus there are lots of pools prediction things and record filers and lots of other serious gimmicks that can't be classed as games.

We leave you now with the league tables. We've done two because it just isn't fair to class arcade games alongside strategy games.

If you've written a football game that you think is any good, or you know of one that isn't mentioned here and you think it should be, then why not drop a line to C+VG. Even if it doesn't get reviewed in the mag, we'll still get back to you and let you know what I think of it. Please include an S.A.E. if you want the tapes returned.

Football Feature - League table 1 - Strategy

Title	Home ground	Realism	Depth	Speed	Visuals	Fun	Tot
Tracksuit Manager	Goliath Games	9	8	9	7	8	41
Brian Clough's FF	CDS	6	8	8	2	10	34
Football Director 2	D+H Games	4	6	6	5	8	29
The Double	Scanatron	8	6	3	3	6	28
Football Director	D+H Games	4	3	3	4	7	21
2 Player Super L.	D+H Games	4	3	2	3	8	20
Int. Manager	D+H Games	5	3	3	3	5	19
Football Manager	Addictive	2	1	3	3	5	14
Football Manager 2	Prism Leis.	2	2	2	5	3	14
On The Beach	Cult	3	2	1	2	3	11
Soccer Boss	Alternative	2	1	1	2	1	7

All the marks are corresponding to the best version of that game. The +3 version of Football Director 2, is six times slower than any other version, so it would be unfair to review that version.

Football Feature - League table 2 - Arcade

Title	Home ground	Graphics	Sound	Playability	Value	Fun	Total
Sega Soccer	Sega	9	8	8	8	9	42
MicroSoccer	Microprose	9	7	8	8	7	39
Match Day 2	Ocean	8	6	8	7	8	37
International Soc.	CRL	5	4	9	9	8	35
Match Day	Ocean	7	4	7	6	6	30
European 5-a-side	Silverbird	6	6	5	8	4	29
Gary Lineker's SS	Gremlin	6	4	6	5	5	26
Peter Beardsley's	Grandslam	7	5	4	3	3	22
Supercup Football	Silverbird	3	2	4	6	4	19
Super Soccer	Imagine	5	3	3	2	3	16
Roy of the Rovers	Gremlin	2	1	2	1	1	7
World Cup Carn'.	US Gold	1	1	1	1	1	5

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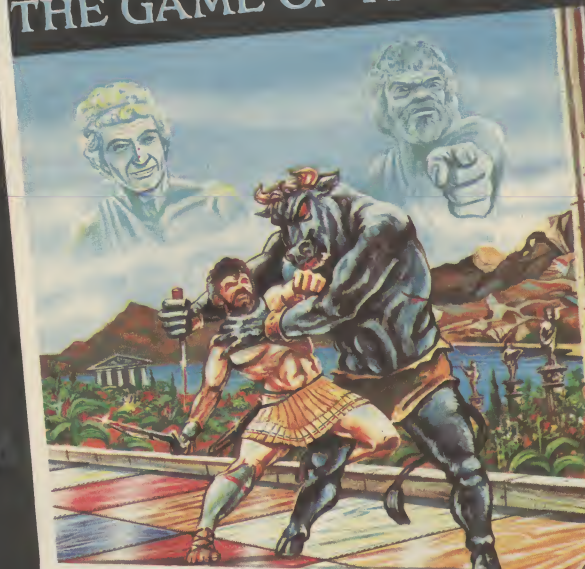
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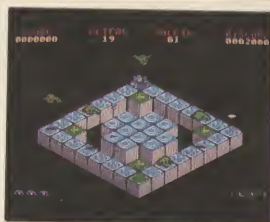


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Amiga Screen

AGM

Computer role playing and adventure gaming is changing fast. Their definitions are becoming blurred at the edges – plus all sorts of technological breakthroughs are happening that are giving a tremendous fillip to this new genre.

To cater for this new breed of games, C + VG is proud to present AGM, a specialist column written for the advanced games player by world experts on the subject: Keith Campbell, Wayne B Gamer and Eugene Lacey. So, if you're interested in role playing games like AD + D, Ultima and Bard's Tale, as well as leading edge adventures, board games, PBM and anything else that is truly challenging, AGM is the essential monthly read.

Text Adventures Dead

A wind of change is blowing through the UK's top adventure companies – a right royal force ten gale from the role playing game developers that threatens to kill the static lateral thinking puzzle on computer stone dead. Already Level 9 have committed to producing Fantasy Role Playing games and have also announced that they have developed a new, highly animated, graphics based system for their adventure games – a system more akin to the Sierra 'Leisure Suit Larry' and 'Police Quest' system than to anything else.

Magnetic Scrolls Ken Gordon describes the official company line as "to be tight lipped about future projects." But what he would say is that he believes that adventure and RPG are two different things, that RPG is not particularly new because games like Wizardry were around five years ago, and that next year there would be dozens and dozens of Dungeonmaster clones on the market and that they just might not be bought by anyone.

Shogun – Infocom flash their piccies.

Bridge of the Erasmus

The gate leans at you, biting deep within, and you know that if you don't make landfall soon you'll all be dead. You are John Blackthorne, Pilot-Major of a dead fleet, one ship left out of five, eight and twenty men out of one hundred and seven, and only ten of those can walk. No food, almost no water, and that brackish and foul.


Bridge of the Erasmus

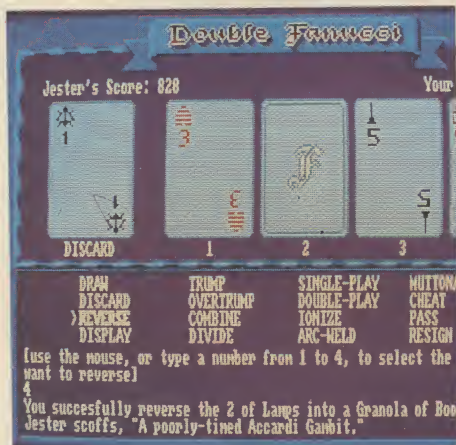
This is the bridge of the Erasmus, a Dutch merchant and privateer. The unlash wheel is directly forward of you, a sea chair is lashed to the deck aft of the wheel, and the ship's bell is hanging here. Spray blows past in an angry torrent.

The wheel dominates the quarterdeck. It is turned straight and free to turn now.

The ship heels in a sudden squall, throwing you from your post at the wheel, which, uncontrolled, begins to turn to port.

STRAIGHTEN THE WHEEL





Zork Zero – adventures are changing.

Infocom are not quite so conservative. They have already decided on what for them can only be understated as a Thatcherite U-turn of the most enormous proportions. Wait for it – all new Infocom games from now to eternity will have graphics.

This is a complete change of policy from when Infocom boss Dave Lebling told our sister magazine CU – only twelve months ago – that he believed the firm had a long way to go with developing personalities of characters in games through text – rather than adding graphics and other frills just because the 16 bit machines had this potential.

The new Infocom graphics system and parser (the mechanism that tells you whether you have the right answer or not) will so far only work on the IBM pc and compatibles. An Amiga version is planned, and an ST version is being considered, but there will definitely not be a Commodore 64 version because of memory limitations.

Dark Future

Obstacle counters pop out of card sheets.

Range Measure – tells you if enemy cards are near enough to be blasted.

Dark Future may be the role playing game launch of the year – definitely G Work Shop's biggie and highly convenient to computer.

Set in a grim future world where crime gangs terrorise the highways. The game creates a battle between the gangs and an equally tough breed of bounty hunter.

GM's new larger box will be used on all new games.



More counters and a pencil.

Rules for advanced game - and scene setting novella.



Out of control Wheel - tells you how badly you have spun off the track.

Large sports cars belong to the Law Enforcement Agency.

The sides are armed to the hilt with fast cars, mega death dealing weapons, extras. Dark Futures is not at all like the sometimes disappointing contents of a GW box. This one is packed full of expensively produced cars, tracks, counters and rule books. Loads of bits - and so it should with a hefty £19.99 price tag.

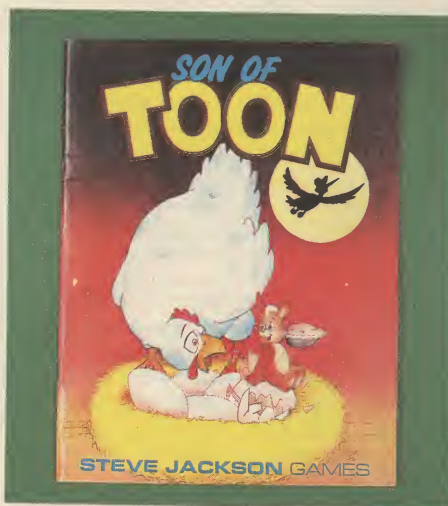


The smaller - buggy style cars are driven by gangs like the 'Maniacs' and 'Kill Crazy Commando's'.

Assemble the track any way you like - in a circuit or a drag strip.

and 'Dark Futures' is popular at games W...

Toon Toon



▲ Toon - cartoon role playing.

Son of Toon is a cartoon role playing game from ace designer Steve Jackson.

Design your own cartoon characters and play with them is what Toon is all about - Son of Toon provides more info for GM's (Games Masters), expands on the original game - and is also going dead cheap in some shops - so don't miss the bargain.

New AD+D Games



▲ AD&D - two new games.

True to their word - S.S.I. have launched two new Advanced Dungeons and Dragons products.

The Dungeon Masters Assistant is a utility for owners of the Commodore 64 version of Pool of Radiance - which was the first official AD&D game and a storming success in the US charts. It is only now going into the shops in the UK - with Spectrum, IBM, and ST versions not expected until late and early next year.

The Dungeon Masters Assistant enables you to generate your own encounters and offers over 1,300 monsters and characters (including all monsters from the official AD&D Monster Manuals I and II).

Hills Far is the second totally new AD&D game - being more arcadey and enabling you to take with you your characters from Pools. Don't expect to see it in the UK until next Spring.



▲ Adventure Club Magazine.

Scrolls Back Adventure Club

Magnetic Scrolls are to produce a number of mini-adventures exclusively for Official Secrets, the discount mail-order and adventure club run by Tony Rainbird. The disks will be distributed free with 'Confidential', the club magazine, mailed to all OS members.

Confidential magazine will be produced every other month and is described as "produced by experts with experts in mind".

Membership of the club costs £19.95 and includes discounts on new adventure games, free hints and tips, the magazine, and competitions.

Naughty Larry II

A host of new adventures are about to arrive from Sierra.

Police Quest - The Vengeance, has the local jailer murdered, and your girl-friend kidnapped. And finally Larry will make a re-appearance in Leisure Suit Larry II - Looking For Love (In Several Wrong Places). With Larry off on a dream cruise on the "Lover's Boat", he doesn't reckon to get caught up in espionage and intrigue.

A development of the Quest format is evident in a totally new adventure, Manhunter, in which the picture is the view as seen by the hero, rather than being a view of the character himself.

Sierra On Line games will be released in the UK by Mediagenic/Activision.

AGM

AGM

- **SUPPLIER:** GAMES WORKSHOP.
- **PRICE:** £9.99.
- **COMPLEXITY:** NOVICE UPWARDS.
- **REVIEWER:** WAYNE.

Dungeonquest Catacombs is the second expansion kit for the *Dungeonquest* boardgame and you are unable to use it as a game on it's own. You need to own a copy of the original game.

For those of you who haven't heard of the original

For your money you receive one ten sided die, 12 new room cards, 8 new treasure counters, 20 new room tiles, 12 new search cards, 12 new room cards a couple of new Crypt and trap cards plus two rulebooks.

The basic idea is to mingle the new catacombs room tiles with the originals and when drawn, they enable you to enter the catacombs, if you wish to do so. These tiles are marked with a black arrow pointing

On exiting the catacombs, you come back up to the dungeon proper, but not in the original place you left! You have to add together all the catacomb cards you have collected, roll a 10 sided die and then refer to a simple chart. This tells you where you have re-surfaced.

Included in this expansion set are some new room cards. GW recommend that you take out certain existing cards from the original game and replace them with the new ones otherwise the game becomes unbalanced. I would agree with them, as after playing the game quite a few times, I found it quite lethal to say the least. The new room counters include some very formidable foes, including the deadly Doom Shadow who follows you

keeps it until it takes effect. At that time only can the player on your right read out what is on the card and hand it over to you. The effects range from almost instant death to the power of levitation.

The expansion kit itself plays quite well, and will extend the interest of the game for quite a long time . . . if you live that is!! I must admit that the instant death and "roll a certain number or your dead" options put me off a little. This is because too much rides on pure luck.

It is quite possible to start this game and die almost immediately on a regular basis.

I must also admit that when I opened the box, I found the actual contents to be lacking for the price asked. I would want more for my hard earned cash than just five sheets of full coloured, well printed paper and two thin rulebooks.

If you do intend using the *Catacombs*, then I would suggest giving your characters a couple of extra life points and changing some of the new

CATACOMBS

game before, I'll give you a brief rundown. *Dungeonquest* was designed by a couple of Scandinavian gamers to be played in a quick, fast and decisive manner.

Really and truly a board game — it can be played by up to four players and there are also rules for solo play if required. The aim of the game is to enter Dragonfire castle, defeat any monsters or traps that get in your way and eventually end up in the Dragon's lair. Here you have to steal as much treasure as possible without waking the Dragon, and then exit the castle with your booty. You have 26 turns to achieve all of this.

The original game is perfect for absolute novices to play, as it is easy to play and introduce new gamers to the basic concept of boardgaming. However, for anyone other than this, the original game would soon become dull as there is not enough material to maintain a continual interest. GW released *Heroes for Dungeonquest*, which was reviewed in September's C + VG. This gave the game more playability, by introducing twelve new characters. However, after a while, the novelty of this begins to wear off so they have now released *Catacombs*, which expands the game even further.



▲ *Catacombs* — not one of GM's greatest. down for easy recognition.

Once in the catacombs you must remove your characters playing piece from the board and place it on your character sheet. At the start of your next turn you must draw a catacomb card and follow it's effects. This could be anything from fighting a horde of rats to a cave troll or finding some treasure.

about and eventually kills you, unless you can shake him off, and the annoying Snotlings, who are not hard to defeat, but sap your Life Points.

Also included are a new set of Magic Amulet counters, which, when found, can be worn or ignored. If you find one of these magic artifacts, the player on your right takes the top magic amulet card and

"instant death" counters to encounters that rob you of 4-6 life points. I found that my characters lasted longer and we had more fun that way!

- | | |
|-----------------------|---|
| ► VALUE | 5 |
| ► PLAYABILITY | 7 |
| ► PRESENTATION | 9 |
| ► LASTABILITY | 6 |
| ► OVERALL | 6 |

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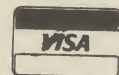
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Barbarian 2	9.99	8.74	12.95	11.33	9.99	8.74	-	-	9.99	8.74	-	-	24.95	21.83	-	-	-	-	-	-	-	-	-	-
Bards Tale	9.99	8.74	14.99	13.12	9.99	8.74	-	-	-	-	-	-	24.95	21.83	24.95	21.83	-	-	-	-	-	-	-	-
Bionic Commando	9.99	8.74	14.99	13.12	9.99	8.74	11.99	10.49	8.99	7.87	12.99	11.37	19.99	17.49	19.95	17.49	-	-	-	-	-	-	-	-
Buggy Boy	9.95	8.71	14.95	13.08	9.95	8.71	14.95	13.08	7.99	6.99	14.99	13.12	-	-	19.95	-	24.99	21.86	-	-	-	-	-	-
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Football Manager 2	9.99	8.74	14.99	13.12	9.99	8.74	14.99	13.12	9.99	8.74	14.99	13.12	19.99	17.49	19.99	17.49	19.95	17.49	-	-	19.95	17.49	-	-
Gold Silver and Bronze	14.99	13.12	24.99	21.87	14.99	13.12	17.99	15.74	14.99	13.12	17.99	15.74	-	-	-	-	-	-	-	-	-	-	-	-
Hawkeye	-	-	-	-	9.99	8.74	12.99	11.37	-	-	-	-	-	-	19.99	-	-	-	-	-	-	-	-	-
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Outrun	9.99	8.74	14.99	13.12	9.99	8.74	11.99	10.49	8.99	7.87	12.99	11.37	19.99	17.49	-	-	-	-	-	-	-	-	-	-
Overlander	9.99	8.74	14.99	13.12	-	-	-	-	17.99	6.99	12.99	11.37	19.99	17.49	-	-	-	-	-	-	-	-	-	-
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Track Suit Manager	-	-	-	-	9.95	8.71	-	-	9.95	8.71	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Vindicator	8.95	7.83	12.95	11.33	8.95	7.83	14.95	13.08	7.95	6.96	14.95	13.08	-	-	-	-	-	-	-	-	-	-	-	-
Virus	-	-	-	-	-	-	-	-	7.95	6.96	12.95	11.33	19.95	17.46	-	-	-	-	-	-	19.95	17.49	-	-
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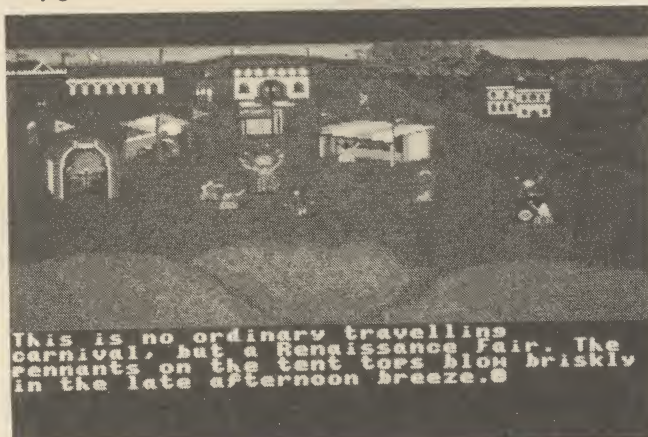
Helpline

Just as I thought Infocom had won the Great Parser Debate, here comes *Dai Teague* to throw a spanner in the works! After playing his first Infocom game, *Leather Goddesses*, he was very disappointed. "I didn't much enjoy the game scenario anyway, and I didn't think much of the parser, either. Compared to Magnetic Scrolls' near-perfect parser, I would say it comes a definite second," says David. adding: "Hate me for this you may, but maybe other Infocom games (I'm ordering some) may bring me round to your way of thinking." My way of thinking? Have I ever said what that is? Me, I just stand in the middle and stir things up...

Some adventures become classics, and almost every classic adventure has its classic problems! *Hitch Hiker's Guide* has its Babel Fish and Screening Door problems, *Hulk* its ants, and *The Pawn* its Boulder and Dragon problems. But more recently, *Beyond Zork* has come up with a problem so difficult, that people who have finished the game have failed to crack it! Even C + VG's own *Paul Coppins*, (yes, he still lends his expert's hand to answer the Helpline mail!) who, legend has it, solves an Infocom adventure each day before breakfast, and two Magnetic Scrolls adventures by lunchtime, telephoned me the other day, desperate to know how to get the jewel from the idol! At last, thanks to *Stephan Enghart* of Ingostadt in West Germany, I can reveal all!

Jean Solar and his friends in

St. Julians, Malta, are playing *Ultima IV*. They are getting desperate for the CODEX — where are the stones they need to get the keys, and how can they get them?



▲ *Ultima IV* — if you're stuck drop us a line.

Darryl Bartlett has a whole host of questions — it seems he's multi-tasking a number of games simultaneously! Where is the gold coin to give to the peasant, in *Custerd's Quest*? How do you free the girl after killing the dragon in *Claws Of Despair*? How do you get past the door to enter the castle, and how do you get the rabbit, in *Zacaron Mystery*? And how do you open the chest in the tower of Styx, in *Inferno*?

Ian Wall, of the Essex Constabulary, wants to arrest a drunk, but doesn't know how to go about it! He's playing *Police Quest*, of course!

There's a dragon protecting a gem upstairs in *Shadowgate*, and Christopher and Anthony Albon want to know how to get it! Who can help?

Some old Beeb adventures come in for a reprise this

month! **Robert Sanders** of Tow Law, wants to know where to find the satin turban in *Acheton*, and how to get to the pirate's hideout in *Sphinx*. *Sphinx* was an Acornsoft

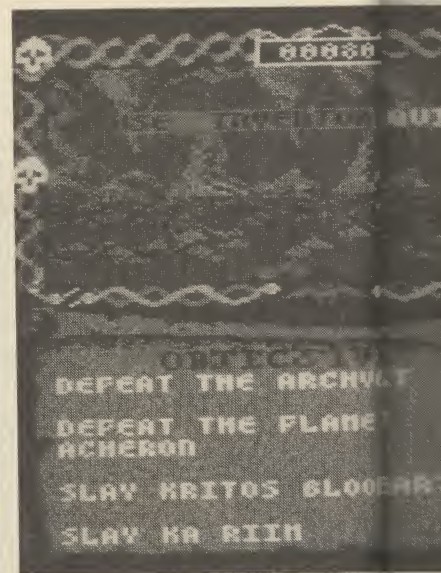
adaptation of *Colossal Cave*, and if the pirate problem was faithfully copied, then the pirate's hideout is in the maze near the orange column.

Matthew Conway was recently held up by the gatekeeper in Karyssia. Greg Quinn of Portadown has come up with the answer — and it's a bit of a shocker! It seems there are TWO passwords that allow you to get into Part 2, and only one is correct. What's worse, you won't necessarily know if you're using the bad one — except you won't be able to get past the gatekeeper! At a guess, Matthew, you are using ORLA. Wrong! To get the real one, says Greg, you must first find the silver falcon, a feat achieved by planting the acorn in the soft ground S, E, N, S, S, E of Florassia's shop, and climbing down the rope that

you can tie to it. Use that password to get into Part 2, and the gatekeeper should present no problem!

Reading the October Helpline, Cieron Faux decided he could help Christopher Waite and Gary Edwards, who were both stuck in *Wolfman*. Look in the Clues section, lads! Meanwhile, Stuart Day's problem has quite a complicated solution, says Cieron, who invites Stuart to write to him (with SAE) at 23 Norman Road, Tunbridge Wells, Kent TN1 2RT, for a full explanation.

Help came this month from: Stephen Enghart, Ingolstadt; Cieron Faux, Tunbridge Wells; Paul Hardy, Sheffield; A.J. O'Donovan, Southampton; Christopher and Anthony Albon, Southampton; and Jorn Jensen, Hobro, Denmark.



▲ *Beyond Zork* — KC has the clues.

mother Hungus. Jewel from the stomach of the staff, and also use it to get the out by using the 'Eversion' mother will eat the jewel. Get When you have fallen in, the thus stopping it from tilting. mother Hungus steps on it, the idol. Climb the idol when the mother chases you, go to Hungus. Beat him, and when you must attack the baby To get the jewel from the idol, **BEYOND ZORK:** head west to the cave opening. until it is following you, and monster near the coffin, wait type ASHENLEA. To pass the pass the guards in the morning, into bed, and kiss David. To the moonlight. Undress, get back the curtains to block out bedroom, examine it, and pull To avoid death in the **WOLFMAN:**

Letters

Francis Burraston from Bath wants to be a champion! "I read your review of Champions in the July issue of C + VG and as it was a departure from the usual kind of FRP game that I usually play. I went to my local hobby shop and tried to buy it. However, I was told that the game wasn't in stock and, as it was imported, I wouldn't have a chance of obtaining it anywhere. Therefore I am turning to you Wayne to help me locate a copy and tell me where I can buy it.

No problem Francis. Contact: Chris Rule, c/o Games Of Liverpool, 89 Victoria St, Liverpool, L1 6DG with a large ssae and they will send you their catalogue, which contains the original Champions rulebook as well as all the supplements which are available for it.

Another FRP'er in trouble is Alex Monty, who has painting problems. "I like to paint Miniature Fantasy figures and, like Wayne Yeadon in a previous C + VG letters page, I haven't had much success in finding books which will help my fantasy painting technique. I have heard from a friend though that a book called "Hero's For Wargames", published By Paper Tiger exists and that is supposed to be a really brilliant guide for novice painters. Do you know where I can get it from as I need it desperately?"

I have heard that such a book exists, in fact a FRP'er by the name of Robert Bunston wrote and told me about it. However, I don't know who sells it, if it is indeed still in print, or how much it costs. Can any C + VG FRP'er out there lend a hand? If so drop me a line at C + VG and I will give a prize to the first person that sends in the correct info and publish their letter.

Sven Hajbourge from Norway writes: "Sometimes you tell people to enclose a Stamped Self Addressed Envelope when enquiring about certain F.R.P. and P.B.M. items, however, I and many other F.R.P. players who are based abroad cannot do this. Please help me find a solution as I would very much like to write away to some of the games companies for information."

What you should do Sven is to go to your nearest post office and get an International Postal Certificate and send it to the relevant company. This allows them to claim the value of second class postage on anything they send you, excluding parcels. If you can't get one of these, try obtaining an international money order from your bank for the sum of £1.00 and it should sort the matter out.

Dear Wayne, Is it true that Warhammer is going to be available for computer. Can you tell me if there will be a Spectrum version and when will it appear.

Jane Scroggins, Manchester.

Dear Jane, There will indeed be a Spectrum version Jane, but don't expect to see it until well into '89.

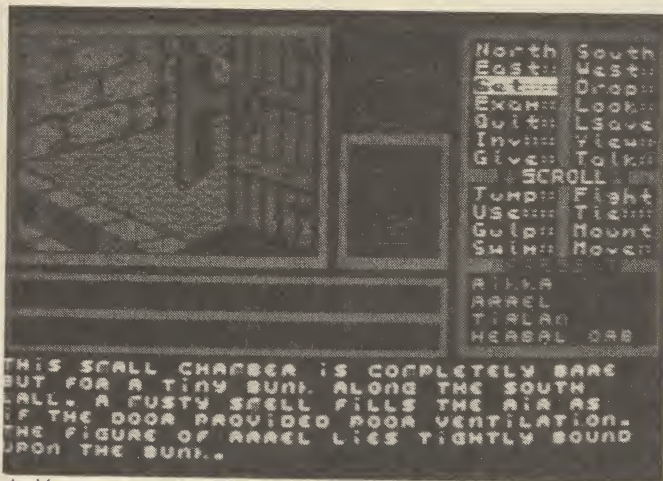
Dear Wayne, I have heard of a phone-in FRP game called Fist? How do I get involved in it and how much will it cost.

Matthew Bilger, Bounds Green.

Simple - just phone 0898 800 876 and all will be revealed BUT BE WARNED - it costs a lot - 25p per minute at cheap rate - and 38p per minute at peak. We will shortly carry a review of the game - so I'd advise you to wait till you read it before reaching for the phone.

Take everything you find, mount your horse, and go east twice. To pass the priest, examine horse in the copse, examine Beris, and move the body. The moon should be up. Type HOWL to become Wolfman, and kill the monster.

VENOM:



▲ Venom - go east twice young man.

To leave hospital, masquerade as another patient.

CORRUPTION:

public bar after 141 turns. From when the night begins. amusement arcade 10 turns

DODGY GEEZERS:

Meet Mr. Video in the drawer, on the globe.

SHADOWGATE:

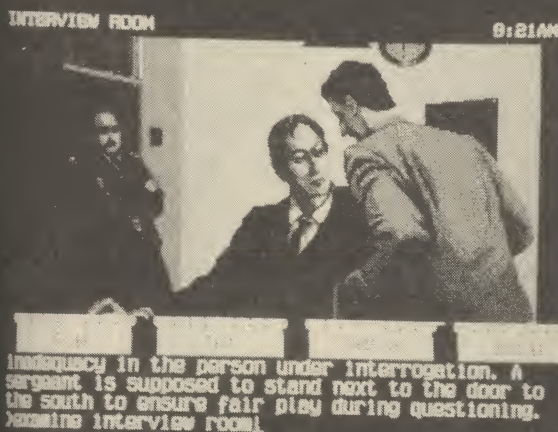
Operate the 'Land under the Smart Egg.

Dig in sand to escape the dungeon. If all else fails, be a

EGG CUP:

QUEST FOR THE GOLDEN

Corruption - KC knows how to get out of the hospital.



Inadequacy in the person under interrogation. A sergeant is supposed to stand next to the door to the south to ensure fair play during questioning. Examine interview room.

AGM

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AGM

► **SUPPLIER:** MANDARIN SOFTWARE/LEVEL 9.
► **MACHINES:** DISKS WITH GRAPHICS – £19.95, ATARI ST; AMIGA; AMSTRAD CPC/PCW; MACINTOSH; SPECTRUM +3. DISKS WITH GRAPHICS – £14.95, BBC 128/MASTER; COMMODORE 64. DISKS, TEXT ONLY – £14.95, APPLE II; ATARI XL/XE. CASSETTES, TEXT ONLY – £14.95, AMSTRAD CPC; ATARI XL/XE; COMMODORE 64; MSX; SPECTRUM.
► **REVIEWER:** KEITH CAMPBELL.

Squire Lancelot rode his steed towards Camelot, slowing down as he approached a ford. The Black Knight challenged him: 'Show you are worthy, before I will allow you to cross!' he exclaimed. So Lancelot did attack him, and before long, being a capable swordsman, he had the knight at his mercy. Behaving in the most chivalrous way, he was rewarded with an invitation to the King's presence the next day, to be made a Knight of the Round Table, for the Black Knight was none other than King Arthur himself.

The next day, after the ceremony, Arthur related that many of his knights were held imprisoned in Logris, a land outside his territory. "Go there at once, and free my men who are under seige, that they may return to me," he commanded, the glances exchanged between Lancelot and Guenevere passing unnoticed.

So Lancelot rode to Logris, where treacherous knights roamed. Before long, despite the trickery of Sir Phelot, he had rescued the hawk belonging to the Dame Lyonesse, and driven away the army that held her manor under seige. By now, in company with the lovely Damsel Maledisant, and the stalwart Red Knight, whose life he had spared, he started searching in earnest for Arthur's missing knights.

His quest was not easy, involving challenges all along the way. Sir Turquin, for example, soon surrendered to the sword of Lancelot, but quickly ran off to the safety of his manor house, wherein he



▲ Lancelot – prays for success.

had imprisoned many of Arthur's brave knights. However, it was protected by secret devices which concealed the pit in which the knights were held. Sir Lancelot soon decided that rescuing Sir Meliot would be a far easier quest . . .

The adventure is in three parts, with the first two parts consisting of different areas, Camelot and Logris. On the larger memory machines, moving from one to another simply causes a pause while a new set of data is read in. The third part is a progression from parts 1 and 2, and involves Lancelot in the quest for the Holy Grail. It can be started without the need to complete the first parts.

LANC



▲ KC – self portrait.

► **PUBLISHER:** STEVE JACKSON GAMES.
► **SUPPLIER:** GAMES OF LIVERPOOL.
► **RATING:** ABSOLUTE NOVICE UPWARDS.
► **PRICE:** £4.75.
► **REVIEWER:** WAYNE.

If you have even seen the episode of *Star Trek* called *The Trouble With Tribbles* and enjoyed it, then this game is for you.!!

Like that particular episode, a space ship and its crew, who boldly want to go where no one has gone before, stop off on a planet and discover a world with semi-intelligent life. After completing all their tests and experiments they leave, taking along what they thought was a mascot.

What they didn't know, was that the supposed mascot, in the form of a mineral sample, was in fact an alien egg. On board and in solitude, the egg hatched into an Awful Green Thing. This little monster grew and in turn laid more eggs. These in turn grew into Awful Green Things and they

themselves laid eggs. The monsters went forth and multiplied, and now the crew has just realised the predicament they are in, as the monsters have a nasty habit of eating them!!

This is a board game for two players. One player plays the crew, his aim is to destroy all the monsters, whilst the other takes the part of the Awful Green Things, and try to eat all the crew.

The crew must now discover the monster's whereabouts and combat can begin! This is where the fun starts. The monsters move first and play their turn in this self explanatory sequence; *Grow, Move, Attack, Wake Up*. As stated above, the monsters *Grow* at a phenomenal rate. In the *Grow* phase fragments and eggs turn into babies, while

babies turn into adults. In this game the older you are the better you fight, so an army of adults is preferable. The monsters then *Move* as far as they can and *Attack* the crew members if possible. Finally they can *Wake up* any of their associates that have been put to sleep by various weapons.

The Crew player performs his turn sequence as follows: – *Grab Weapons, Move, Attack, Wake Up*. Again this is very easy to follow and self explanatory. The combat system involves the rolling of varying numbers of six sided dice depending on the attack total, adding them up and seeing if the total dice roll exceeds the constitution number printed on the opponent's chit. If it does they die and are removed from the board, if it doesn't they survive

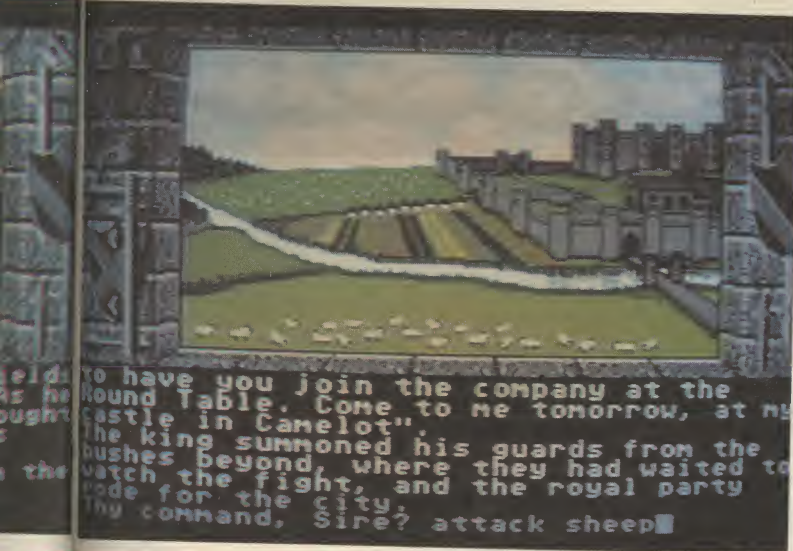
AWFUL LITTLE GREEN THINGS OUTERS

Fold away board.

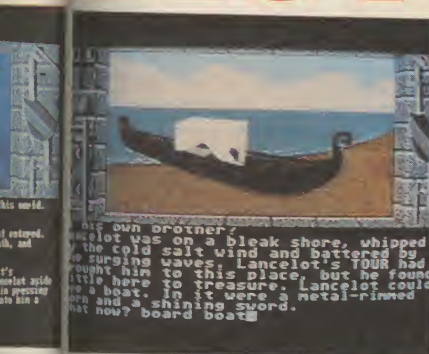
Green plastic box – about the size of two Kit-Kat's, fits in your pocket no problem.



Designed by the best boys – Steve Jackson



CELOT



▲ A boat – could be useful.

▲ Britain's green and pleasant land.

'Lancelot' is based on the fifteenth century book "Le Morte D'Arthur" by Sir Thomas Mallory. Researched by Pete Austin, it has the authentic flavour of the legend of the knights of the round table.

According to Mandarin Software, Pete Austin of Level 9 describes it as their best adventure yet.

It is a fine adventure, but whilst the atmosphere is excellent, it tends to lack humour somewhat, taking itself just a little too seriously. The graphics, although artist drawn, are nowhere near the standard found in *Ingrid's Back*. And the game is not above replying in the vein: "You must be mad to say a

thing like that."

Adventure authors should be extremely careful when writing in a reply like that – their parser and vocab has got to be 100% watertight if the player is not to be offended. I was offended a number of times, and also a little irritated to be told. "There is no verb in that sentence" after a perfectly legitimate command had been entered. This, it seems, is a peculiarity of the parser when dealing with complex GO TO's (eg GO TO MERLIN), although it also crops up when much simpler commands are entered.

In short, the game does not have the same robust feel about it that was characteristic of Ingrid. The OOPS and RAM SAVE commands are more useful than ever with this plot, and GO TO, FIND, and RUN TO, take the drudgery out of trudging around from place to place, speeding up the pace of the game immeasurably. But in using these, somewhere along the way I must have tried something just a bit too complicated, and came unexpectedly across a hay-making scene. I can only assume that a bumper harvest was in progress, for I got the reply: "A voice in the distance shouted 'Wod! A stack overflow.'" From then on,

everything went crazy, the Red Knight started attacking me, and eventually, failing to deter him, I was forced to restart.

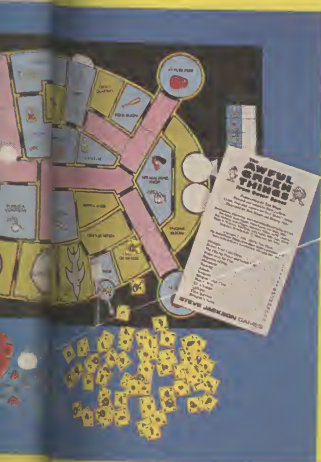
So whilst it is very good, I wouldn't describe it as Level 9's best ever, any more than I would agree with Mandarin's Press Release claim that Level 9 is the acknowledged world leader in adventure software. Whilst Level 9 are certainly one of the top companies in the field, without a doubt the honour of world leader must go to Infocom, hotly pursued by Magnetic Scrolls.

In conjunction with Lancelot, there is a treasure hunt competition, with a £5,000 replica of the legendary Holy Grail itself, as the prize. This has already been hidden at a secret location in the UK, and competitors for it will have to take part in a two-stage contest based on clues within the game.

Lancelot comes in a sturdy cardboard box, complete with a map of Arthurian England, and a 20 page glossy instruction book, and background story.

▶ VOCABULARY	8
▶ ATMOSPHERE	9
▶ PERSONAL	7
▶ VALUE	7

REN THINGS FROM RSPACE



Cut out card board bits.

and stay.

The aim of the crew is to use all of the weapons available to them to dispose of the aliens. There are nine weapons available, which range from fire extinguishers, gas grenades to rocket fuel and pool cues. There is even a robot available, which is pretty lethal to the aliens and kills them off in massive quantities. Although the crew has more powerful weapons, monsters can reproduce quicker and have almost unlimited reinforcements. It really is a case of can the crew blast away the monsters before they are whittled down by overwhelming odds.

There are quite a few ways a player can win the game. One way is to play until one player decides that things are looking hopeless and gives up. Another

is to play for Victory Points. These vary according to the way the game ends. If the monsters take over the ship, they score a maximum, however, if the Crew manages to set the ship on self destruct before this, the monster's victory points are halved.

The game itself comes in a very handy plastic pocket sized box, which contains all you need to play except the dice, of which you need to buy a total of six. You also get a fairly large colour map, which represents the spaceship.

Also included is a 24 page, easy to read rulebook, which is

both well explained and funny at the same time. The game itself is very, very easy to play and can be played time and time again.

Experienced gamers may well like this game because of the novelty value and the general lunacy that can be had playing it. It also benefits from being compactly designed, because as it is pocket sized, you can carry it around.

Basically, if you want a couple of hours of cheap, enjoyable, wacky entertainment, you won't go far wrong with this game.

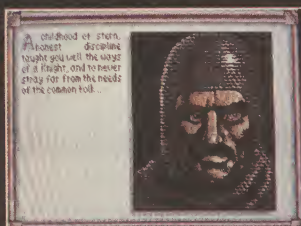
▶ PLAYABILITY	7
▶ COMPLEXITY	2
▶ DESIGN	7
▶ VALUE	7

AGM



Commodore Amiga

The Knight
one of three
character
classes.



Atari ST

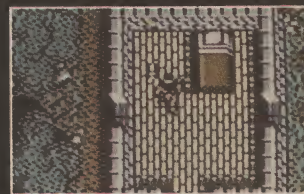
Converse through
simple commands
and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

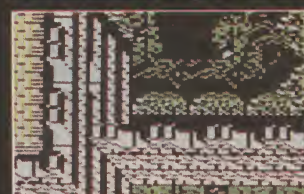
Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum



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Dragon Ninja	6.25	D3	6.99	D3	6.99	D3
D. Toms Olympics	6.99	D3	6.99	D3	6.99	D3
Echelon	6.50	D2	6.99	D3	6.99	D3
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Jinxer + 3 Disk						
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Krylix	5.99					
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Live + Let Die	6.99	D3	6.99	D3	6.99	D3
Magnificent 7	6.99	D2	7.50	D4	7.50	D4

Software Title	Spec	Spec	C64	C64	Ams	Ams
	Cass	Dsk	Cass	Dsk	Cass	Dsk
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Mansells Racing	7.50	D3	7.50	D4	7.50	D4
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Play Masters

A very big, red-leaved and autumnal welcome to Playmasters. This month there's a bumper package of maps, hints and tips across all formats. Firstly there's the second part of the mega Last Ninja II map, followed by an expansive

Armalyte map to help you through this fabulous shoot 'em up. We also have a Starglider II player's guide to give potential Egron busters a helping hand, as well as the usual supply of mini tips, hints and POKEs.

If you have some tips, maps or POKEs, send 'em in to: Playmasters, C + VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget that there's a bundle of software for the best tips of the month – Bruce Wood and Daz Hall of Harworth, and John Maguire of Dublin were winners this month.



BANGKOK KNIGHTS (System 3)

Type in this listing if you're finding System 3's kick boxing game too easy. When you've finished, RUN it and press play on tape. You didn't forget to put in the tape did you? Cheers to Bruce 'n' Daz for this C64 listing.

```
10 FOR A = 608 TO 624:
READ B: POKE A,B:NEXT
20 FOR A = 53123 TO
53256:READ B: POKE
A,B:NEXT
30 SYS 608
40 DATA 32, 44, 247, 32,
108, 245, 169, 128
50 DATA 141, 237, 2, 76,
166, 2, 76, 221, 207
60 DATA 169, 32, 141, 249,
3, 169, 246, 141, 250
70 DATA 3, 164, 207, 141,
251, 3, 169, 16, 141
80 DATA 252, 3, 169, 127,
76, 81, 3, 169, 234, 141
90 DATA 75, 169, 0, 141,
250, 75, 169, 234, 141
100 DATA 170, 17, 141,
171, 17, 90
```

PACLAND (Grand Slam)

If you're a C64 Pacland owner, you might find this Bruce and Daz listing very useful for the little yella fella. Just type it in and RUN it for infinite lives.

```
1000 FOR Z = 53179 TO
53242: READ A
1010 POKE Z, A: NEXT:
POKE 646, 3: POKE 157, 128
1020 SYS 53174
1030 DATA 169, 207, 141,
41, 3, 32, 86, 245
1040 DATA 169, 32, 141,
187, 3, 169, 240, 141
1050 DATA 188, 169, 2,
141, 189, 3, 160
1060 DATA 15, 185, 222,
207, 153, 240, 2, 136
1070 DATA 16, 247, 96,
238, 32, 208, 238, 33
1080 DATA 208, 169, 189,
```



▲ Bangkok Knights.

```
141, 162, 9, 252, 0
1090 DATA 0, 96, 169, 49,
141, 159, 2, 169
1100 DATA 234, 141, 160,
2, 76, 237, 246, 0, 0
```

BATTLE VALLEY (Rack-It)

Hewson's budget label has spawned quite a few good titles – and this is one of them. If your tank and helicopter are being blown up before you get the chance to complete the mission, type in this wild 'n' whacky listing for unlimited everything. When

you've finished, RUN it and press play on tape. Another Bruce and Daz C64 special.

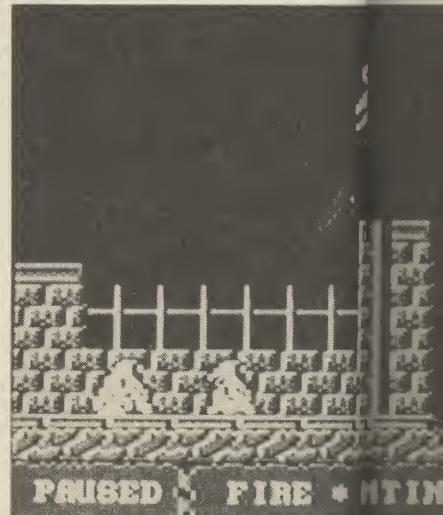
```
10 DATA 32, 86, 245, 169,
0, 141, 28, 4, 169, 208, 141,
29, 4
20 DATA 96, 169, 0, 141,
67, 50, 141, 46, 58, 169, 165,
141
30 DATA 184, 69, 76, 132,
255, 0, 0
40 FOR A = 53234 TO
53263: READ Z: POKE A, Z:
NEXT
50 POKE 646, 5: POKE 157,
128: SYS 53234
```



▲ Battle Valley.

TO HELL AND BACK (CRL)

I quite like this game – it's not brilliant, but it's fun – and that's what counts. It's even more fun when you enter this William de Sausmarez POKE. Load the game and reset the machine. Type POKE 32371, 173 (RETURN) for unlimited lives, or POKE 32524, 173: POKE 32483, 173 (RETURN) for infinite energy. Restart the game with SYS 30464 (RETURN) and you'll find life a lot less difficult.



▲ To Hell and Back.

REVENGE OF DOH (Imagine)

If you're fretting because I didn't print a cheat for the C64 version last month, quit worrying. Just type CHEETAH into the highscore table and you'll be graced with a million billion lives. John Maguire found that interesting little feature.

NETHERWORLD (Hewson)

What's the point completing a level the hard way when all you have to do is press 2, 4 and E together to finish a screen. That's another one from John Maguire of Dublin.

PSYCHO SOLDIER (Imagine)

Okay all you C64 owners. If your Psycho Soldier is more like a Psycho Knobhead, type in this listing to make her well hard. When it's finished and checked, RUN the listing and press play on tape to set this Bruce and Daz listing into motion.

```
10 FOR x=541 TO 578:
READ Y: POKE X, Y: NEXT
20 POKE 157, 128: sys 541
30 DATA 32, 86, 245, 72,
169, 32, 141, 84, 3, 169, 2,
141, 86
40 DATA 3, 141, 52, 10,
169, 59, 141, 51, 10, 104, 238,
32, 208
50 DATA 96, 72, 77, 80,
169, 141, 8, 232, 76, 0, 130
```

FANTASY ZONE II (Sega)

Good old Colin Chan has sent in some very useful hints on this acid house Sega game. Well, it's certainly garish enough!

On level two, walk along the ground and continue to bomb until a red bottle appears. Pick it up and the ship will be awarded with extra fuel capacity. There's also a



hidden shop.

Level three has a surprise. Find the red warp, then go to a shop and buy a laser from them. Go to the part of the landscape where the background is made up of diamond-shaped stones and position yourself at the bottom half of the screen and shoot. A clock appears and you're awarded an extra ten seconds when you confront the end-of-level guardian.

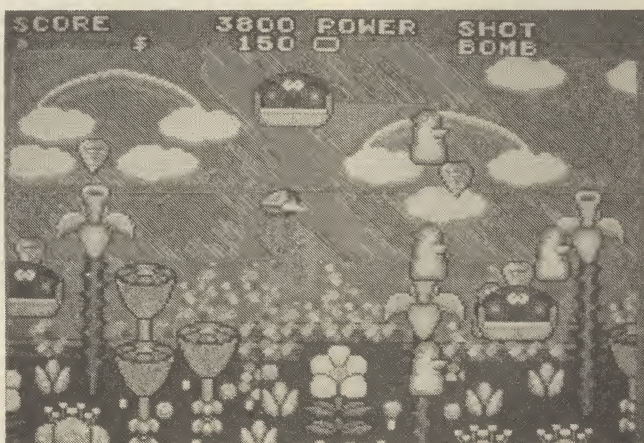
There's a blue bottle on level four. It's on the warp with a load of straight edges and flames, just above the floor to the left of the warp hole near the top of the screen. When

the bottle is collected, all energy is replenished.

A clock is found on level seven – it's on the warp with a massive cacti and sand dunes in the background. Keep shooting the black hole (which is two holes to the right of the warp at the top of the screen). There's also a red bottle, located on the warp with the red exit. Just keep shooting along the ground like you did on level three.

ACTION FIGHTER (Sega)

Yes, more console tips! These were sent in by Phil Marley of Poynton, Cheshire. On level one, collect A, B,



▲ Fantasy Zone II.

C, D, E and F as soon as possible. If you have the choice of entering the SEGA truck and collecting a letter, go for the truck. The extra weapons should make it a lot easier to collect the letters. As soon as you collect A, B, C and D you are able to knock motorcycles off the road, but don't try it with cars and ambulances. Keep an eye out for road signs warning of impending forks and sharp corners. To get rid of the helicopter (if you haven't

picked up a ground-to-air missile), change into a Porsche and back. You shoot forward and the chopper flies off for some mysterious reason. This works even if you haven't got the first four extra weapons.

When you're in the air, play this bit as a normal shoot 'em up. Try and keep the missiles from the ground section, or pick them up as soon as possible – you need them for the helicopters. Keep to the left or right of tanks. When you get three subs, take your time and spend most of the time dodging their missiles. Try and hit each sub in turn,

rather than take them out one by one. The reason for this is that the last sub on the screen moves up and down as well as moving left and right, making it very difficult to score three hits on it.

On later missions the tanks fire in all directions, so watch the ground as well as the air, and bomb the tanks when you get the chance. The airship's missiles are pretty easy to avoid if you don't fly too far forward.



▲ Netherworld.

STUNT BIKE SIMULATOR (Code Masters)

If you're an Amstrad owner, try out this bijou tipette from David Baker of Bromley, Kent. Just press A, S and D keys together during the game to slip to the next level.

BIONIC COMMANDO (GO!)

Apparently the C64 version has a little bug. When you have a powerful weapon, restart the game and the weapon will be retained for the next game! Thank you very much to William de Sausmarez of Guernsey for that.

SHINOBI (Sega)

Simon Scott of London was very quick to find this cheat mode for Sega's new martial arts game. On the title screen push the controller diagonally up and right and press fire button number two and you'll be able to select which screen you'd like to tackle.

MIKE TYSON'S PUNCH-OUT (Nintendo)

Further to the Mean Machines tips last month. If you want to tackle a new order of boxers, just enter 135 792 4680 as the pass key and hold down select and the A and B buttons simultaneously and Mac is promoted to "Another World Circuit".

RAD RACER (Nintendo)

Nintendo's new race game arrived just a little too late for review, but if you've already got it, you might be interested in this cheat. Start the game by choosing a car, and get a demonstration screen. Next, increase the tachometer reading by pushing the B button. Now push the start button while also pressing the control pad diagonally up and right and push the B button. This increases the indicator by two. The first one and two represent course one and two, and the next four numbers mean course two. If you set the indicator at the maximum 16, you start on course eight. Using this method, and with a little experimentation you can start on any course you like. Apparently the final screen has a surprise – use the tachometer trick to see it, but you need to press the B button at least 60 times!

ROAD RUNNER (US Gold)

Eek-a-mundo! John Maguire is here yet again with a simple 'n' easy-to-use C64 POKE. Just load the game, reset the computer and enter POKE 43241, 36 (RETURN) and

Play Masters

restart the game with SYS 4126 (RETURN). Now you have an infinite supply of lives to make Wil E Cyote's life a complete and utter misery.

KONAMI'S ARCADE COLLECTION (Ocean)

A trio of POKes for three of the games on this excellent C64 compilation.

For Iron Horse load, reset and enter POKE 3368, 181 (RETURN) FOLLOWED BY SYS 2176 (RETURN) and unlimited lives are there, there, there and there for your pleasure and enjoyment. The ever-so-crappy Jailbreak is similarly POKed into submission by loading the game, resetting the computer and typing POKE 52050, 174:POKE 52097, 174 (RETURN) followed by SYS 51200 (RETURN). Finally, Nemesis is made infinitely easier by resetting the machine and entering POKE 5975, 189 (RETURN) and SYS 5768 (RETURN). Cheers once again to John Maguire from Dublin.

LASER SQUAD (Target Games)

Colin and Gavin Young have supplied some very comprehensive tips for this utterly superb Spectrum game. Go and kick ass!

QUICK TIPS

- Always leave your men on opportunity fire.
- The Marsec auto-gun is the best all-round weapon.
- If a door remains open it means that there is a man (i.e. an operative) in it.
- On level three (The Mine), examine all the dead operatives when you kill them. You'll find that one is carrying a Video Key (normally the one near the video room). Take this to the room which contains the video console and insert it into the Vidi-screen. This activates the video cameras in the mine and allows you to see the operatives when you select the scanner mode.
- On the lower skill levels buy the Rocket launcher, the explosion from this is awesome.
- The price of weapons on each level does not vary, so you can calculate how many credits to spend on armour so that you have enough money left to buy weapons.
- Don't go on a spending spree if you have money left. Carrying too much reduces the available action points to a man.
- Take your time, you have plenty of turns. Explore the area carefully and ALWAYS leave your men on autofire.
- Use a couple of men to guard the rear of your squad.
- On higher levels always scavenge the dead operatives

for weapons, they always seem to carry valuable ammunition.

WEAPONS LIST

Heavy Laser: powerful, with loads of ammo, but heavy and burdens your men, reducing their action points.

Marsec Auto-gun: best all-round weapon, powerful and accurate.

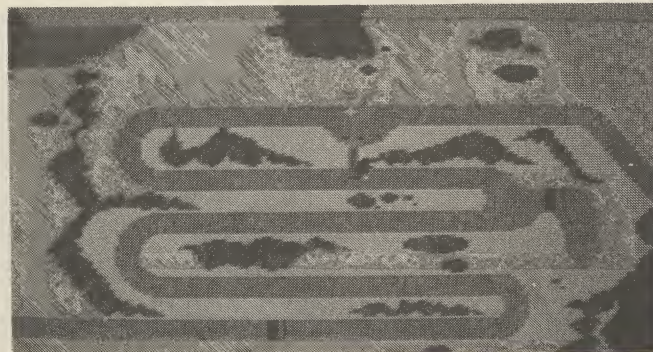
M4000 Auto-gun: the best "budget" gun, but lacks the accuracy of the Marsec Auto-gun.

L50 Las-gun: not very powerful or accurate; a

Rocket Launcher: a luxury for the early levels. Power is awesome, but lacks ammunition and has a nasty habit of blowing up the user if he is too near.

MOONBASE ASSAULT

The bottom-left is probably the best place to deploy your men. Split your squad into two for the best effect. Move your men towards the central area with the most databanks/analysers. If a door is open it usually means that an operative is in it. Oil drums and gas cylinders can



▲ "Road Runner, Road Runner..."

disappointment.

Sniper Rifle: lacks autofire, but is cheap, powerful and the most accurate.

Marsec Pistol: has autofire, but lacks any power; a bit of a turkey.

Dagger: very good for close combat, if you ever get it!

AP50 Grenade: good for blowing up operatives who are waiting on autofire around a corner. CAUTION get out of its field and ALWAYS remember to prime it before throwing it!

be shot at to give a nice explosion and usually a chain reaction. Be careful, an operative does not blow one up next to you.

SCENARIO TIPS THE ASSASINS

On the first skill level you can equip your men with Rocket Launchers and blow up the house, (and Sterner Regnix) without even entering the building! On latter levels better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully. You will find that the droids usually keep some pattern but this is not always the case. When you find Sterner concentrate your fire on him because once he is dead the game is over.

RESCUE FROM THE MINES

Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door always remember to prime the explosive before dropping it, but make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try and get the video key as this will allow you to ambush the enemy.



▲ "Beep Beep now, you!" ?"

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LOST

Welcome to part two of our epic Last Ninja 2 map. If the Gods are with us you may actually be able to buy the game itself by the time you read this!

Here we go through the last three loads (load seven being merely the end of load six which programmer John Twiddy couldn't fit on) thanks to Mark, Stan and John at System 3.



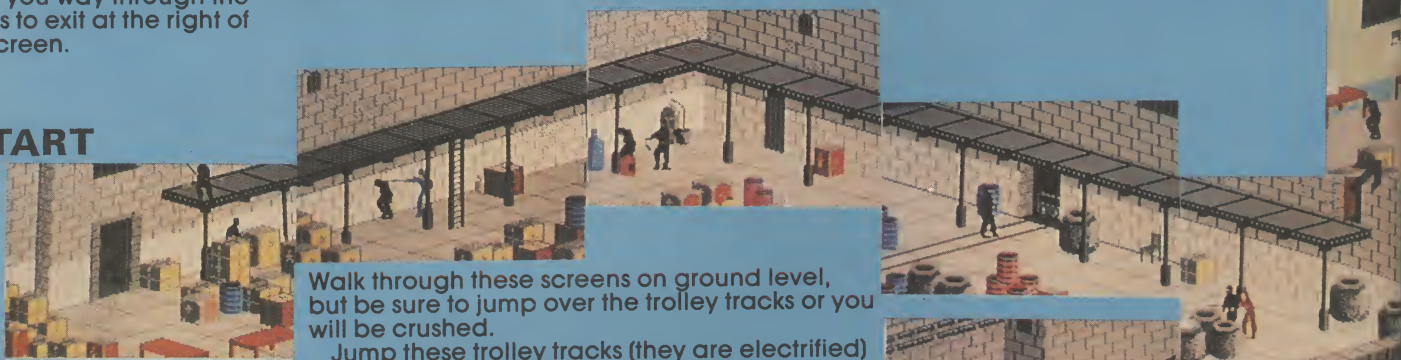
Walk along the catwalk to the door at the far end. Here you should enter the room, defeat its guardian, and collect the food out of the dog bowl on the right (bleurgh!)

Whiz back along the catwalk and down the ladder again (if you jump off or try to climb the ladder while holding something you die – so don't!)

Climb the ladder and walk back into the last screen where you should collect the credit card.

Wind your way through the boxes to exit at the right of the screen.

START



Walk through these screens on ground level, but be sure to jump over the trolley tracks or you will be crushed.

Jump these trolley tracks (they are electrified) and eat the extra life hamburger on the floor to the left.

LEVEL 4

One of the hardest bits of the game: only one route works through the boxes, and it matters not only which ones you use but also where on each you stand before the jump.



There are two routes you can take once inside the lab. First walk diagonally left, then turn round the corner to dip the meat you have collected in the box of dope (near the back wall).

Now go back toward the door, and walk right into the room the panther. Feed the drugged meat, and you can exit the level loaded through the doors. Use the credit card from the start level to open it.

LEVEL 5

FINISH

Go left jumping the gap (check out Superman in the sky!) and make your way to the next ladder. Climb to the roof and . . . leap onto the ladder dangling from the helicopter to escape!



The fan will blow you off the ledge. Don't try to jump its effects (you can't) but stand by the wall next to it, and by walking at an angle into its path you should be able to get past before you get blown off the edge. Don't climb the ladder, but go through the grate.



You end up in the lift shaft, where you should climb the ladder, and go through to the armoury. Don't bother picking up a gun (Ninjas don't use them, remember?) but go through the door to the left.

Go through this door to get into the first office. Operate the computer terminal on the right hand side to access a password you will need later on. It is not stored, so write it down!



START



At the end of the blue corridor is an open area with two doors – not shown. The one on the right leads to the red office, but this is a totally pointless journey because there is nothing there. Go through the second door and you get to the panelled study. Move the pen on the desk top right, and a secret door opens in the wall.

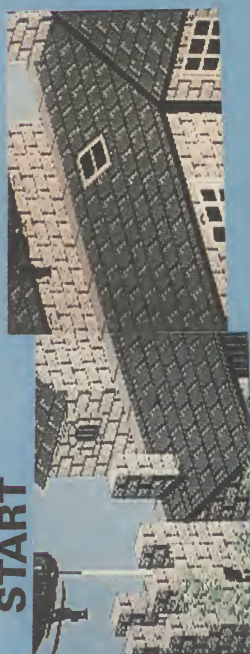


FINISH



WIIA 2

LAST MAMA 2



You must drop from the helicopter at exactly the right time onto the top turret to the back (using fire or pulling the stick). Now jump onto the right hand turret, then the free standing one that looks like a chimney, and finally down the skylight on the second screen.

LEVEL 6



Go back through the first door and down the dumb waiter on the back wall - you will die if you try this without the rope.



Don't go down the stairs because you will trip the infrared lights and the alarm will make all the guards much more vicious.



You land in the middle of the landing. Going through the second door near the stairs takes you into the bedroom where you can take the bellpull (rope) hanging near the bed.



You exit in the kitchen. Exit into the hallway and through the other door into the library where you can turn the alarms off at the panel on the far wall. You can now go back up the stairs safely (though you don't need to).



There is another doorway hidden behind the potted plants. Go through it and you end up in the cellar.



This is the very end of the game - only two screens - but we'll leave it a mystery as to who you have to fight and what you have to do, don't you think?

LEVEL 7



FINISH

Go out through the door on the far right, but first turn on the lights at the panel near the door. If you have turned the lights on it will look like the top picture, if you forgot it will be dark like the bottom. You must redirect the deadly steam that comes from the boiler by moving the plates on the boiler door to get past.



Play Masters

Starglider 11

Use the maps provided to help you get around. Here is a rundown of the planets and moons...

SOLICE: Red and yellow in colour, this is the sun. Don't go near!

DANTE: Red in colour, this is the first planet of the system. And the hottest.

VISTA: This is blue, and is the second planet of the system.

APOGEE: This is grey and is the third planet of the system. The Icarus begins the game here. It has a tunnel system (see maps). It has two moons.

ENOS: This is dark grey, and pretty dull.

CASTRON: This is also grey, and has its own tunnel system (see maps). Bouncing bombs are in this depot.

MILLWAY: This is the gas giant, and is bright red in colour. Don't go near it! It has seven moons.

BROADWAY: As with the rest of millway's moons, it is dark red. It has a tunnel system.

APEX: The second moon.

ESPRIT: The third moon.

QUESTA: The fourth moon.

WESTMERE: The fifth moon.

SYNAPSE: The sixth moon.

WACKFUNK: The last of Millway's moons.

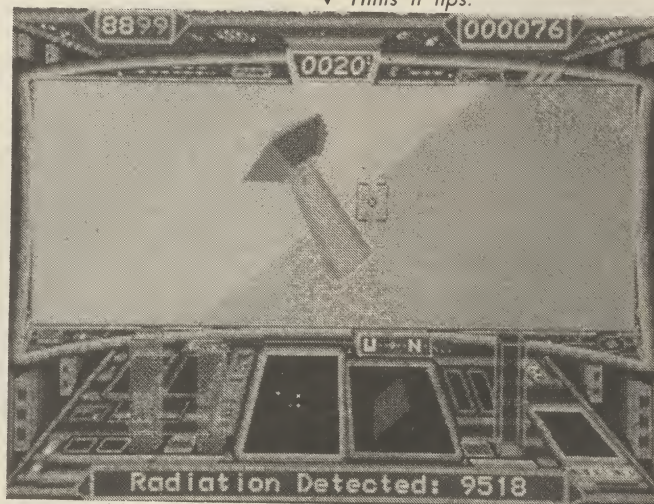
ALDOS: This is the last planet in the system. It is light blue.

Q-BETA: This is the lone moon of Aldos. It is dark blue. The space station is in geo-stationary orbit around it.

General Tips:

Use the 'Painting with Rolf' option on the title screen to get yourself acquainted with the different objects you will meet.

Re-energise by flying along power lines (trying not to crash into them), or preferably, by flying out into space and space-hopping asteroid field. Tractor-beam



an asteroid, and keep it in range of the Icarus, and you will energise. If it blows up before you are completely recharged, find another one, and do the same to that one. DON'T collect the asteroids to energise off them later, as they explode if they are jettisoned.

Don't get too close to things that you are attacking, as when they blow up and have a habit of throwing shrapnel into your shields.

Take notes of which moon of millway is having a projector base built on as the messages come in.

The Mission

Follow the tunnel down on Apogee until you reach the depot. They ask you if you want them to build you a personalized neutron bomb, which, of course, you say yes to. They then ask you to collect the ingredients needed for this (see following chart). Fly back out and collect the needed things from the planets/moons/space by tractor-beaming it, then collecting it. BEWARE! The Icarus can only hold two or three objects at a time, so when you have collected your maximum, return to the Apogean depot, and jettison them there. Try and get the Prof first, as he can be getting

on with building the thing whilst you are galavanting around in the Icarus.

Fly to Broadway, and through the tunnels to the depot. There they inform you that Professor Taymar is doing some galavanting of his own in his souped-up Emma-2. He is always flying around on Broadway, so collect him as you would any other object. While you are in the Broadway depot, you may as well collect the four missiles that they have built for you (there's more where that came from!).

As soon as you can, fly to the tunnel depot at Castron and collect the four bouncing bombs. (If anybody knows

▼ *Map of tunnels.*

how to get the Icarus' pilot couch for them, please let me know!). With these, you must destroy the projector bases being built on the moons of Millway (only bouncing bombs will do it). This gives you enough time to collect all of the needed parts for the bomb.

Eventually though, all of the projector bases will have been built, and work begins on the space station. Luckily, by this time, you should have the neutron bomb ready (what do you mean you haven't?), so use the missiles and a few blasts of your lasers to dispose of the mini-sentinels protecting the station, then go and collect old Mr Neutron. That's it, sling it under your ship, and fly to the Space station. Polish off any remaining mini-sentinels, then destroy the station itself with the neutron bomb.

All that remains for you to do now is to congratulate yourself... and do it all over again, with less time before work begins on the space station!

Trem asks you to collect...
A case of nuclear fuel - The last planet will provide this.
A lump of mineral rock - The moon of the last planet.
A crate of castrobars - Blow up a few pirates!
A cask of vistan wine - Blow up a few more pirates!
An Egron mini-rocket - Same place as bouncing bombs.
An asteroid - In space, no-one can hear you get them!
A flat diamond - On the second planet.
A cluster of nodules - On the hottest planet.
Professor Halsen Taymar - Burning rubber on Broadway.
Of course, some things can be found elsewhere!

APOGEE	BROADWAY	CASTRON
NEUTRON BOMB In at 83-34 Turn Left Turn back up right tube Turn Left	MISSILES In at 70-92 Turn Right	BOUNCING BOMBS In at 75-30 Turn Left Turn Right

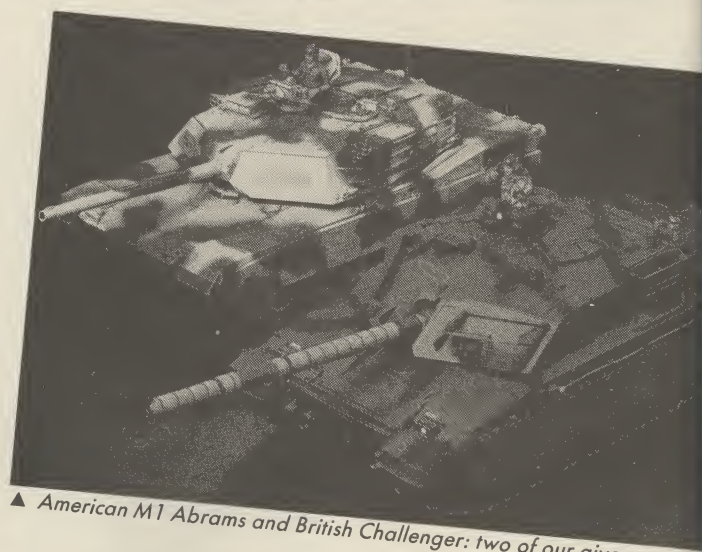
OPERATION WOLF

COMPO

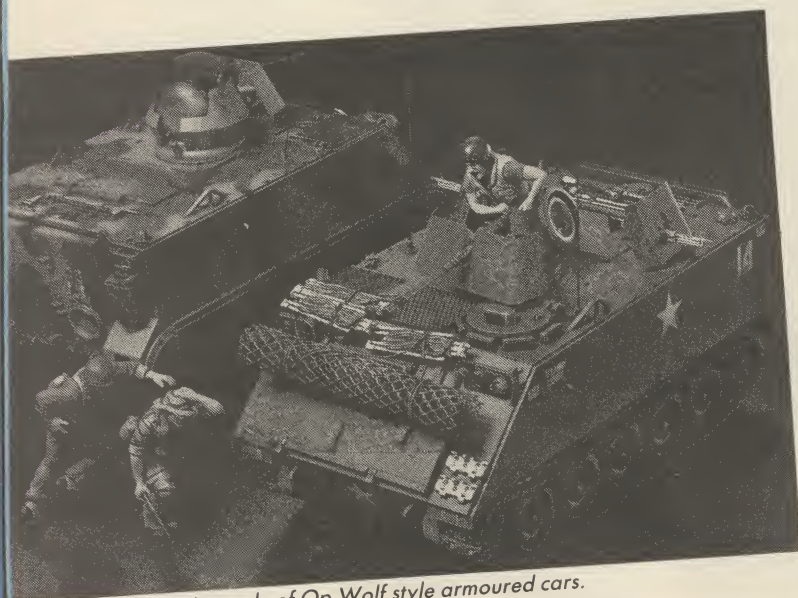
Operation Wolf is a wicked sort of game, everyone knows that. Read between the lines of the C+VG Christmas Crackers booklet and you'll work out that most of the staff are confident it'll be THE number one this Christmas. We couldn't fit another competition into the book, so we've got one over here in the bulk of the magazine instead.

Besides all the various men you have to send to meet their maker, there are a fair number of helicopters, armoured cars and ships you have to blow sky high. And tanks, plenty of tanks.

Ocean have provided us with a bunch of top notch Tamiya model kits of tanks and stuff from throughout the ages, and we're giving ten away (Julian is filching the rest). We've a



▲ American M1 Abrams and British Challenger: two of our giveaways.



▲ A couple of Op Wolf style armoured cars.

modern British Challenger, a World War II Tiger tank, a Leopard tank . . . and loads more. Each is made of genuine plastic, comes complete with all the transfers etc you'll need, and is worth around fifteen quid. Tamiya are generally reckoned to be the best of the plastic model kit manufacturers (though no doubt Airfix etc would disagree) so you can't say that your pals C+VG don't treat you right! Send your entries to this address within the next few weeks for a chance: Operation Wolf Compo, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name.....

Address.....

1) What was the name of the operation to invade Sicily in WWII:

- a) Operation Ferret
- b) Operation Husky
- c) Operation Wildebeast

2) What was the operation to evacuate the British Expeditionary Force in 1940 from Europe called:

- a) Operation Thunderblade
- b) Operation Dynamo
- c) Operation Budgie

3) What was the name of the Allied operation to retake Europe which began with D day:

- a) Operation Overlord
- b) Operation Overkill
- c) Operation Ovary.

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The Lost Legacy of

THE LOST LEGACY OF XIM

The first in a series of adventures starring our hero detective Rick Shaw, in his first mission to recover a stolen diamond encrusted eagle and solve the mystery of Xim.

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DUSK OVER ELFINTON

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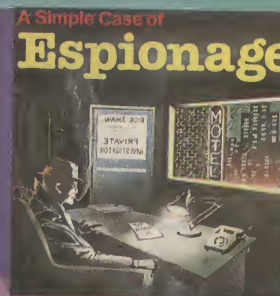
A two part graphic adventure for the: Spectrum 48/128 £7.95 (T), +3 £14.95 (D). Available soon for Amstrad and ST.



A Simple Case of Espionage

A SIMPLE CASE OF ESPIONAGE

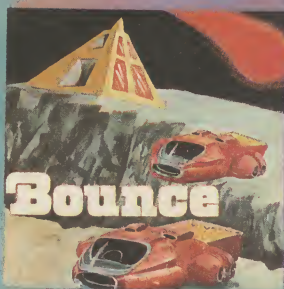
The second adventure starring our hero detective Rick Shaw in what started out as another divorce case but finished as anything but! Available in: Amstrad/PCW £14.95 (D), Spectrum 48/128 £9.95 (T), +3 £14.95 (D).



BOUNCE

Arcade adventure on the planet D49 as you try to collect the crystals of ZEB from inside a pyramid. One mistake and your transporter flies out of control.

Available in: ST £19.95 (D), Spectrum £7.95 (T), +3 £14.95 (D), C64 £9.95 (T), £11.95 (D), Amstrad £9.95 (T) £14.95 (D). Amiga: available soon



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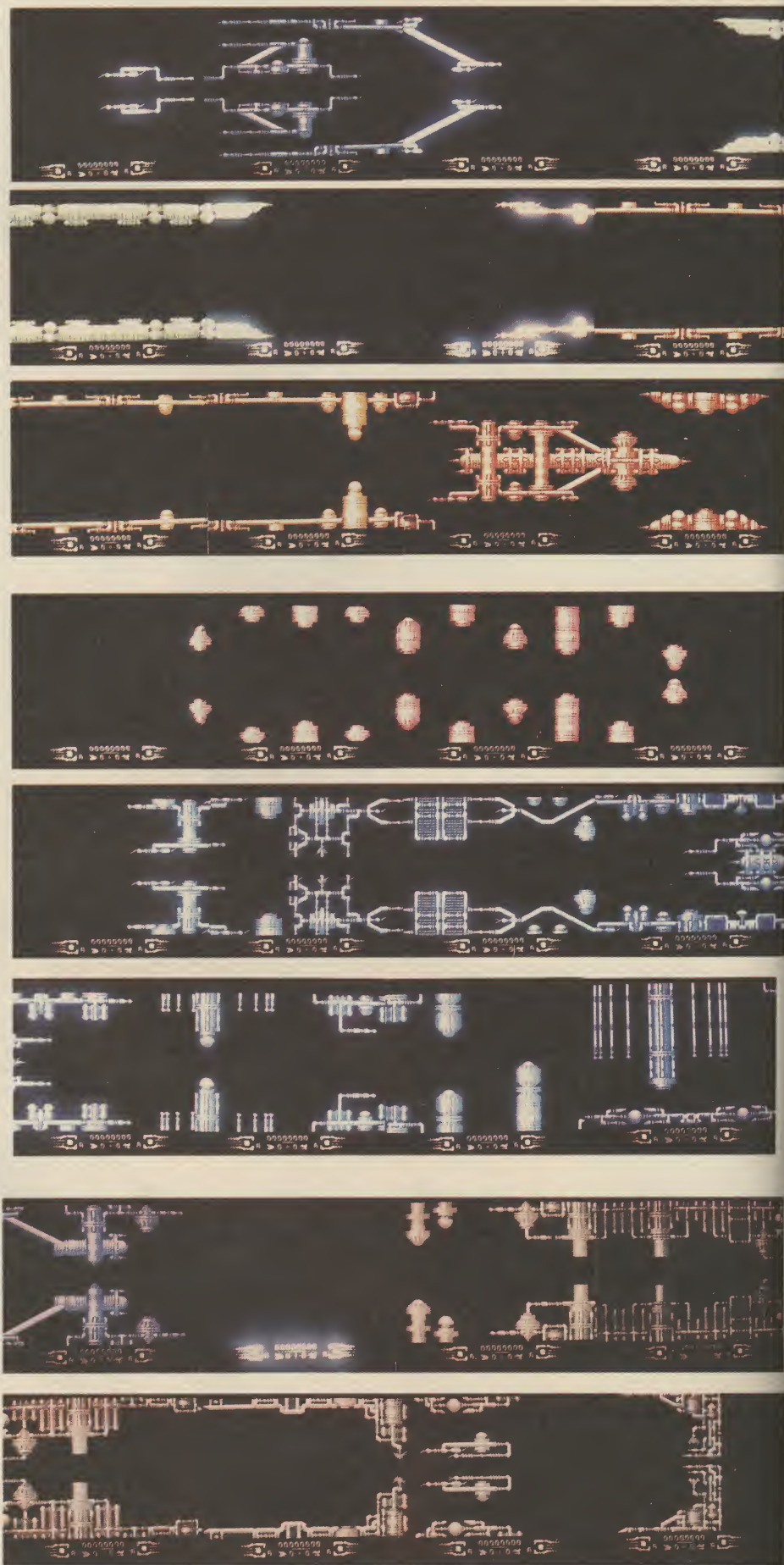
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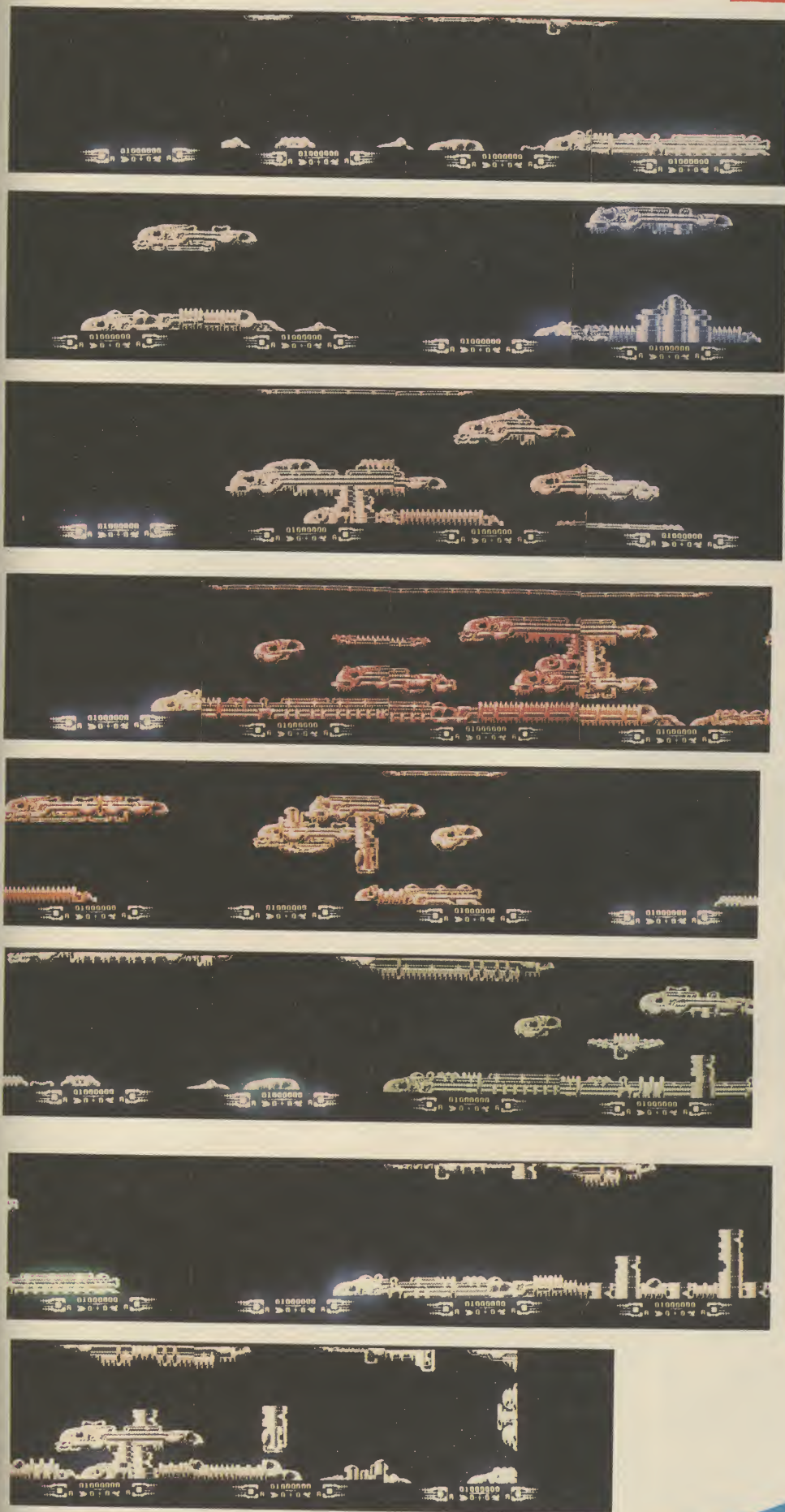
ARMALYTE

Printed on the following pages are levels one, two, three and five of Armalyte, Thalamus' brilliant new C64 shoot 'em up. We didn't think it was worth including

level four — it hasn't got any scenery! The rest of the levels will be printed next month. What do you mean you haven't got Armalyte yet?



LEVEL 2



ARMALYTE

Play **M**asters



ROBBEARY

Bertie, an agile and clever bear has targeted a famous 24 floors store for his last and most daring ROBBERY. With no alarms or visible guards and fabulous treasures, yet it has been avoided like the plague by the criminal fraternity. Bertie soon discovers why?

AMIGA £19.95



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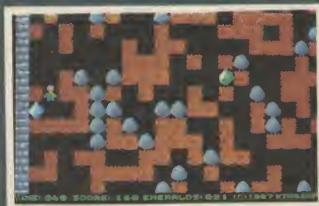


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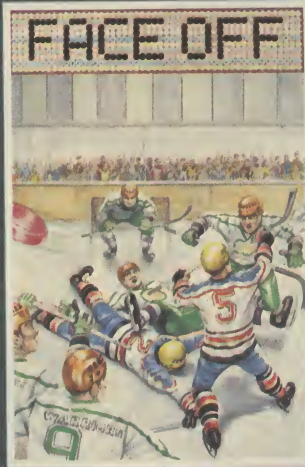
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M ailbag

Perhaps we've been a touch mean in the past. As from now, the best letter to Mailbag each month wins a brand spanking new C + Vg T-shirt! So new, we're not even quite sure what they look like yet! So now you've no excuse, get writing to: Mailbag, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

● That Tony Dillon is getting almost as bad as Tony Takoushi – is it only coincidence that their names are so similar, we ask? Every last game the both of them review is the best, most mega they've ever seen etc: until the next one they review, of course. At least Dillon doesn't write every second word in capitals yet, but he's getting that way, and his so-called jokes are useless.

On the plus side, the mag is looking pretty good these days. FAX is great especially (grovel, grovel). But why do often all the mags have the same game on the cover some months? I'm beginning to get really bored with these "Q" magazine style so-called compilation covers. You know, where the front of the magazine is made up of a whole bunch of screen shots and looks like a dog has been sick all over it. Sticking with a bit of artwork was definitely the right idea, even if the illustrations are a bit ropey some months. The guy who did Xenon and Roadblasters is especially great. Let's have more!

I saw you at the show, even if your stand was a bit little and stuck around a corner and really crowded. This year's T-shirts looked ace – really unusual – though you couldn't tell they were really about computer games. Must go. Keep up the good work.
*Mike Swaine
Huddersfield*

● Software companies have taken quite a lot of stick lately concerning their advertising methods to promote games. I am of course referring to the increasing use of semi naked page three girls (Long and boring bit cut out here about the pros and cons of girlie advertising, including the bizarre assertion that Maria Whittaker and Sam Fox are both professional models

because you can't see their ribs, while Corrine Russel can't be because she's too "naturally thin")

Yours sincerely,

Stuart Neil Hardy

P.S. Is there going to be another large poster of Melissa Raven – flame?

Editor's reply: No.

● Hallo Peeps! I am write this letter because I am wodering when the new Nintendo games arrive because if they don't come to Eng' soon, I am going to put the Nintendo manag of Eng on a kebab skewer, and throw the peep into a Sega factory to show him how well they do. Then I will get the Sega with the tiny-weeny-peeny bit of mon I may get for the white and grey box with three over size carts which are a loadarubbish. So if all the goode games arrive Chris' the above will not happen ...

*Luke Drummond
Pangbourne, Berks*

Editor's reply: Get your Harry Enfield characters a bit mixed up at the end there?

LETTER OF THE MONTH

● Hail and well met (again)! 'Tis I, pilferer of plastic bags, swiper of stickers, otherwise known as the Surbiton contingent of the C+VG appreciation club.

I write to concede that this year you have managed to thwart my attempts at collecting the prized C+VG memorabilia so bountiously bestowed at last year's PCW Show. Is there a new defense system integrated into the C+VG stand – an S.E.P. field generator, maybe?

Gone were the generous handouts of stickers and lurid yellow plastic bags ... oh, woe! Well, sling whatever sagacious snags into my scheme (like

moving the stand when I wasn't looking). I still made it to the C+VG stand eventually, staggering over on weakened knees after disembarking from the helicopter simulator (see, it was no use hiding, I spotted you from the air), sporting my tasteful "I survived the Microprose/WH Smith experience" sticker. On my last legs, I struggled to focus my watery eyes for what seemed like an eternity. Then, suddenly, I was rewarded with a vision of the famous Mr Eugene Lacey, gracefully modelling the oh-so-chic "Stonking good read" T-shirt, nymph-like in his elegance. My prayers have been answered ...

Right, now that's out of the way, let's get down to business. As always, the Adventure column goes from strength to strength, and as for the reviews, impeccable taste as usual – thanks for all the ST games covered. You seem to have got out of that habit of printing on a dark background, so as far as I can see, this time there are no complaints. The cover of the Oct '88 issue is not bad at all ...

Keep up the excellent work.
*Sophia Chan
Surbiton*

Editor's reply: Are you sure you were really at the show? We DID have carrier bags (tasteful white ones) and as for Eugene being nymph-like ...!

Still, hope you like the new look AGM.

Wonder of Wonders! In the July 1988 issue you actually mention Apple II computers THREE times. I honestly had begun to think that the British thought that the only computers made by Apple were MacIntoshes, so I am glad that you proved me wrong (or was it an error?)

Seriously though, it is about

time that the Apple II got a mention, when you consider that a lot of the games coming from America are often initially released in Apple II format. It amazes me that the Apple does not seem to have gained the acceptance in Great Britain which it enjoys in the United States and Australia. Try using "Mean 18" golf simulator on an Apple II GS, and then forget about your Commodores and Ataris.

*John Thornley
New South Wales
Australia*

● I was recently looking through some old C+VGs when I came across a feature on how to "Make your own alien" (Nov 1986 issue). As I read this section I decided it would be interesting, though difficult to make one. Now the point of this letter: could you please tell me where I could obtain latex and how much it would cost me. Thanks. I'd like to end my letter with a joke, but I haven't got one.

*Giles Preene]
Brierly Hill
W. Midlands*

Editor's reply: I'm afraid the joke is that there aren't any latex shops in Brierly Hill. Have you considered plasticine?

● Me and 126 friends (well, 6 actually) have had a wicked idea for the mag. How about a section were all the millions of readers can send in their own programs to you and you review them, give them marks and if a reader would like to buy it they can write to you and pass the order onto the maker. Simple huh?

Your admiringly
*NEIL 'THE 8 BIT WONDER'
JEDRZEJEWSKI*

P.S. If you use my idea don't give machine code games a

M ailbag

higher mark just because basic games some times use block graphics.

P.P.S. Ha! I've beaten Exolon. P.P.S. How about this then.

I've made Operation Wolf and Out Run in basic.

P.P.P.S: I've made Afterburner as well.

P.P.P.P.S. Let's have more on Afterburner.

P.P.P.P.P.S. I'd better go now I'm getting boring.

Editor's reply: You must be joking – we're overworked enough as it is!

● Thank you for your fantastic magazine. It's much better than its German copy "ASM", although reading (and especially) writing in English is not that easy for me.

But the reason for my letter is something else. Where in God's name is your new mag, "The One"? I waited for Issue One, but it didn't arrive at my lousy dealers. I'm not willing to miss issue two, so if you don't want me to do a little "Trantor" job on Farringdon Lane (?? Ed) send *The One* to Germany as fast as possible. I count on you. *Hansjorg Allstadt Hamburg*

Editor's reply: We've had a number of letters on this. Write to the Subscriptions Dept at the address on the contents page. A European subscription costs £33.00 and for the rest of the world it is £42.00 surface mail/£70.00 air mail.

● Congratulations on having such gorgeous girlyies working for you! I was quite happy to stand and stare at your stand all day and admire the assortment of luscious lovelies rather than walk around the rest of the show.

Gis' a job, I can turn my hand to almost anything, honest.

*George Walsh
Clacton-on-Sea*

PS. Who is the balding fat man?

Editor's reply: Andrea and Lora say you're gorgeous too, George.

● I would like to know if I am the only person who has noticed the almost uncanny resemblance between Matt Bielby and ultra-groovy pop person Rick Glastly?

Are they in any way related to each other or is it just a very spooky likeness? Could you please print a piccie of the two hunks side by side. It would make my day (even week!) *Phoebe Burrows London*



▲ Rick Astley with bimbo.

I think you lot are rip off merchants.

Every month there is a competition to win some marvellous prize – like a trip to Disneyland or a day out in a Ferrari – but you never read about the winners, or see their names in the magazine.

Do these prizes really exist or do you just make them up to make people buy your magazine?

*Mike Hunt,
Reading*

Ed's reply: So you want proof. OK next month we will show you pictures of a C+VG reader in Disneyland and a C+VG reader being chauffeured to school in a Ferrari.

I was wondering about an advertisement for a magazine called "The One". I have seen it in your magazine and would like to buy it, but cannot find it anywhere. Can you tell me about it and where to get hold of it?

*Sven Anders,
Norway.*

Ed's reply: See? We've had a lot of letters on this.



▲ Matt Bielby.

I'm not one to complain, but I read Mean Machines in C+VG October and I suddenly felt an urge to grab a pen and a piece of paper and scribble away. For a start, the column should be a lot longer as more and more people are buying consoles. I understand it is hard to get hold of games to review but surely Mean Machines doesn't have to be all reviews. You could have a console games chart, letters or even a competition. Anyway, in October I thoroughly enjoyed reading it,

but when I looked at the screen shots . . . the captions were under the wrong pictures, or at least it looked that way. It didn't bother me so much as I am the proud owner of a Nintendo, but my brother was bothered – he has a Sega. I liked the P.C. Engine bit. These machines look really ace judging by the two page review of it in the May issue. No slip ups either! You didn't need to write anything under the screen shot, as even an idiot could work out that it was baseball – the graphics are

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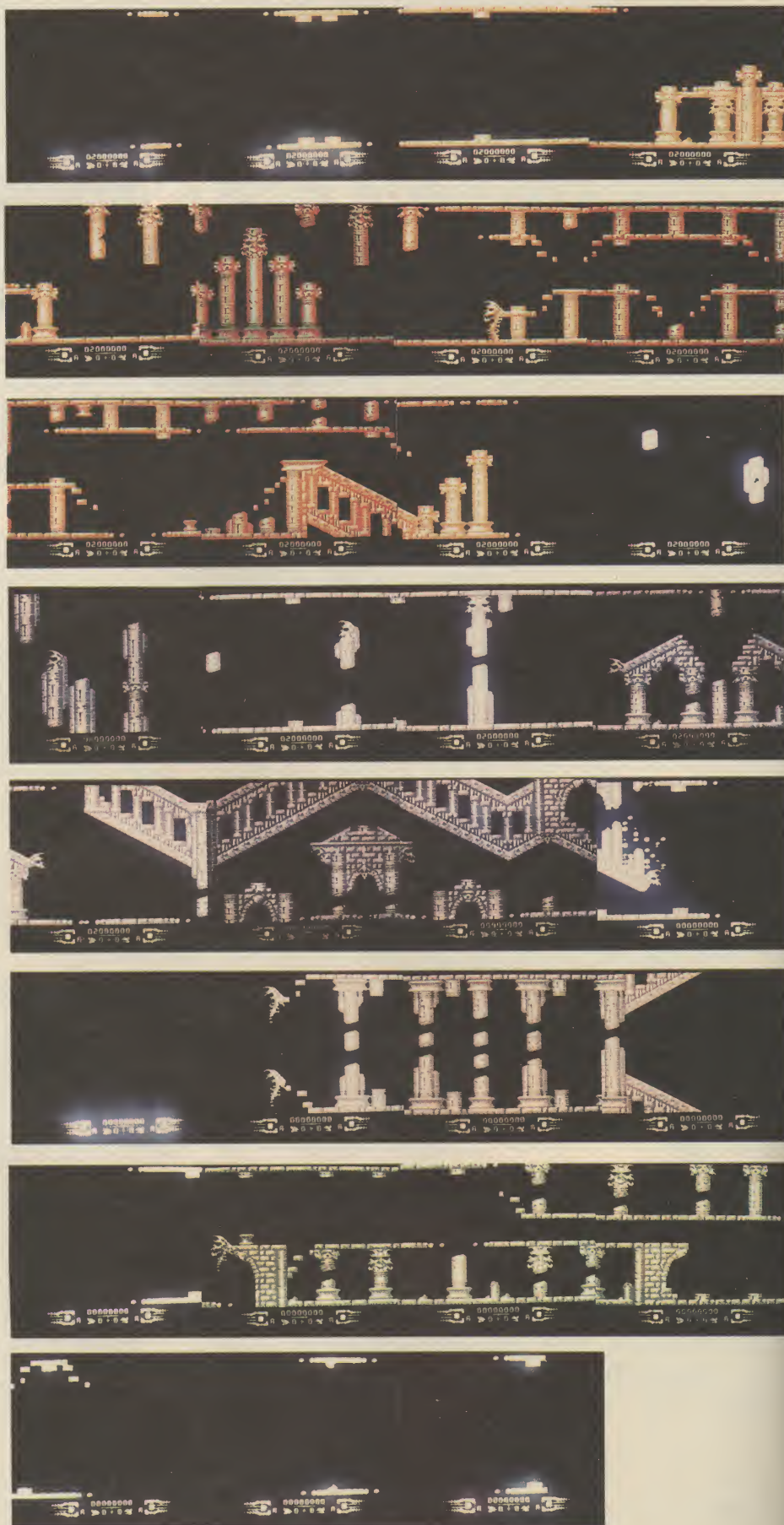
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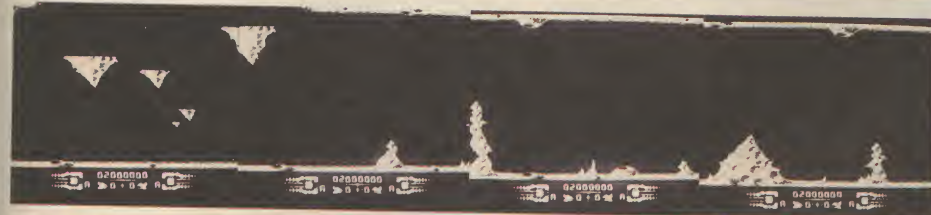
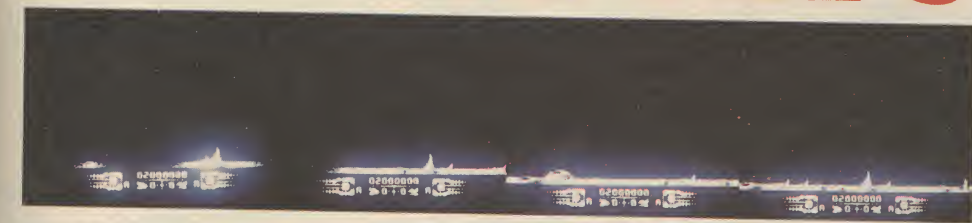
A LEGEND IN GAMES SOFTWARE

ARMADY



3

LEVEL 5



ARMYALYTE

Play Masters

BY FAIR MEANS OR FOUL

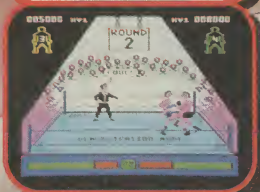
PRIZE COMPETITION
Can you become
The World Champion?

AMSTRAD CPC



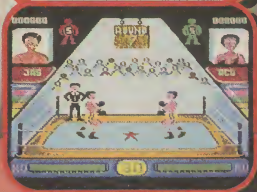
A Fair Punch

BBC MICRO



The Ref Sees a Foul Move

COMMODORE 64



Opponents Facing Up

SPECTRUM



A Foul Move

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You've won, but in the next championship contest you meet a boxer who knows more dirty tricks than you. It needs skill and cunning, lightning responses and deadly strategy. Have you got what it takes to become the World Champion – By Fair Means or Foul?

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	Upper Cut		Groin Punch
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ARCADE ACTION

THE LONDON REPORT

If you're ever in London, and have time to kill, why not visit some arcades. Julian Rignall reports one where you can find the best ones. If you think your town or resort deserves a mention in C + VG's arcade report, write in enclosing details of all the arcades in your area, and a map if possible to C + VG Arcade Report, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. If your report gets printed, you'll win a fabulous C + VG T-shirt.

If you want to find the latest video games, London is a pretty good place to be.

Casino Amusements at the top of Tottenham Court Road is the testing site of Electrocoin, Europe's biggest arcade machine suppliers. The arcade is quite small, but at the back you'll find a selection of the hottest new titles around. The stock varies from week to week; the latest selection includes Cabal, Dragon Ninja, Assault, Bonzer Adventure, Chase HQ, Volleyball and Superman. Games are

relatively cheap for London — mostly 20p a go compared with 30-50p in most other arcades. Definitely the place to go first!

Further down the road, in Oxford Street, is the London Leisure Centre. This massive arcade has recently been refurbished, and has an enormous selection of videos, as well as a plethora of fruit machines. New games include Galaxy Force, Blasteroids, Cabal, Galaga 88, Assault, Vindicator, Vulcan Venture, Xybots, Dragon Ninja and Superman



▲ A Piccadilly Circus in the wild West End.

ARCADE ACTION

to name but a few. There's also a good range of oldies, including Flying Shark, Top Speed, R-Type, Salamander, Nemesis, and Asteroids of all things.

Head towards Shaftesbury Avenue, and you'll go past Family Leisure in Old Compton Street, and Las Vegas.

Family Leisure is an excellent arcade, with all the latest games, but unfortunately you have to pay through the nose, with newer games costing an enormous 50p a go! However, if you don't care about your budget, this place is great if you want to play the newest titles. Sega's Power Drift was tested there a couple of weeks ago, and should have returned by the time you read this; at the moment it's the only one in UK. Dynamite Dux is also there, as well as Assault, Dragon Ninja, Ninja Spirit, POW and Checkered Flag. There are plenty of oldies too, including Halley's Comet, Out Run, R-Type, Fighting Soccer, Operation Wolf and Pole Position! The stock varies from week to week, so if you visit, you could be in for some surprises!

Las Vegas used to be a personal favourite, but in the last couple of years they've got further and further behind. If you want to play old games like Enduro Racer, Star Wars, TX-1, Pole Position, Galaxians, Sprint 3, Bomb Jack, Centipede, Nemesis and the like, this place is ideal, especially as they're all 20p a shot, but there are hardly any new titles.

Between Shaftesbury Avenue and Leicester Square is the Amusements, found on the corner of Chinatown. It has a varied and up-to-date selection of games, and although not as quick as Casino, or Family Leisure, it's still worth a visit. Stock invariably changes, but at the last visit there was Bubble Bobble, Top Speed, Cabal, Operation Wolf, P-47 and

THE LONDON AMUSEMENT MAP



▲ *IR's definitive guide to London's West End Arcades.*

Superman amongst others.

Just off Leicester Square is Crystal Room, another arcade that was good a few years ago, but now isn't so hot. It's usually very crowded, and boasts only a few new titles. There are plenty of old ones, but overall it's a bit of a disappointment when compared with other arcades in the area.

There are other arcades dotted around central London, but most are fruit machine based, and offer a

meagre selection of videos – the best bet is to check out the ones listed above.

The West End is definitely hot – but not the beginning and end of arcade game playing in London.

There are also hot arcades to be found in Islington – near the Wimpy in the High Street, two at Kings Cross, one in Camden High Street, Portobello Road (the Jet Setters Arcade), White Chapel High Street, and Walthamstow – plus a

variety of London pubs particularly recommended is the Crown and Anchor in Shoe Lane where none other than the esteemed editor of C+VG used to pull pints.

You will find that none of these tend to get hot new games as fast as the selected West End ones we name, but that doesn't mean many happy hours can't be thrashed there – and quite inexpensively too. At least by comparison! Then again, there is always the local chippy/kebab house.

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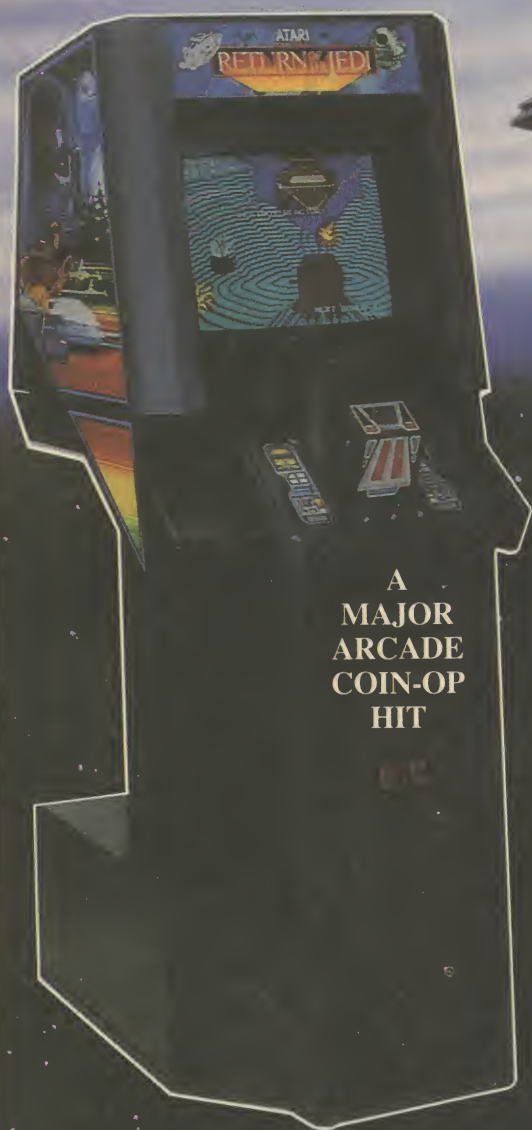
In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.

Level Two sees you controlling Chewbacca's Scout Walker.

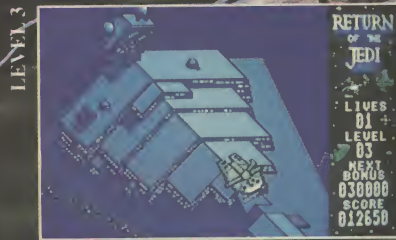
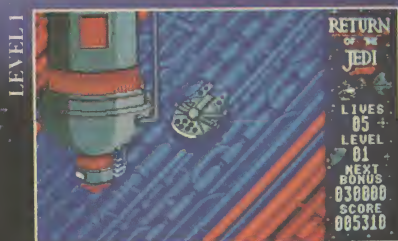
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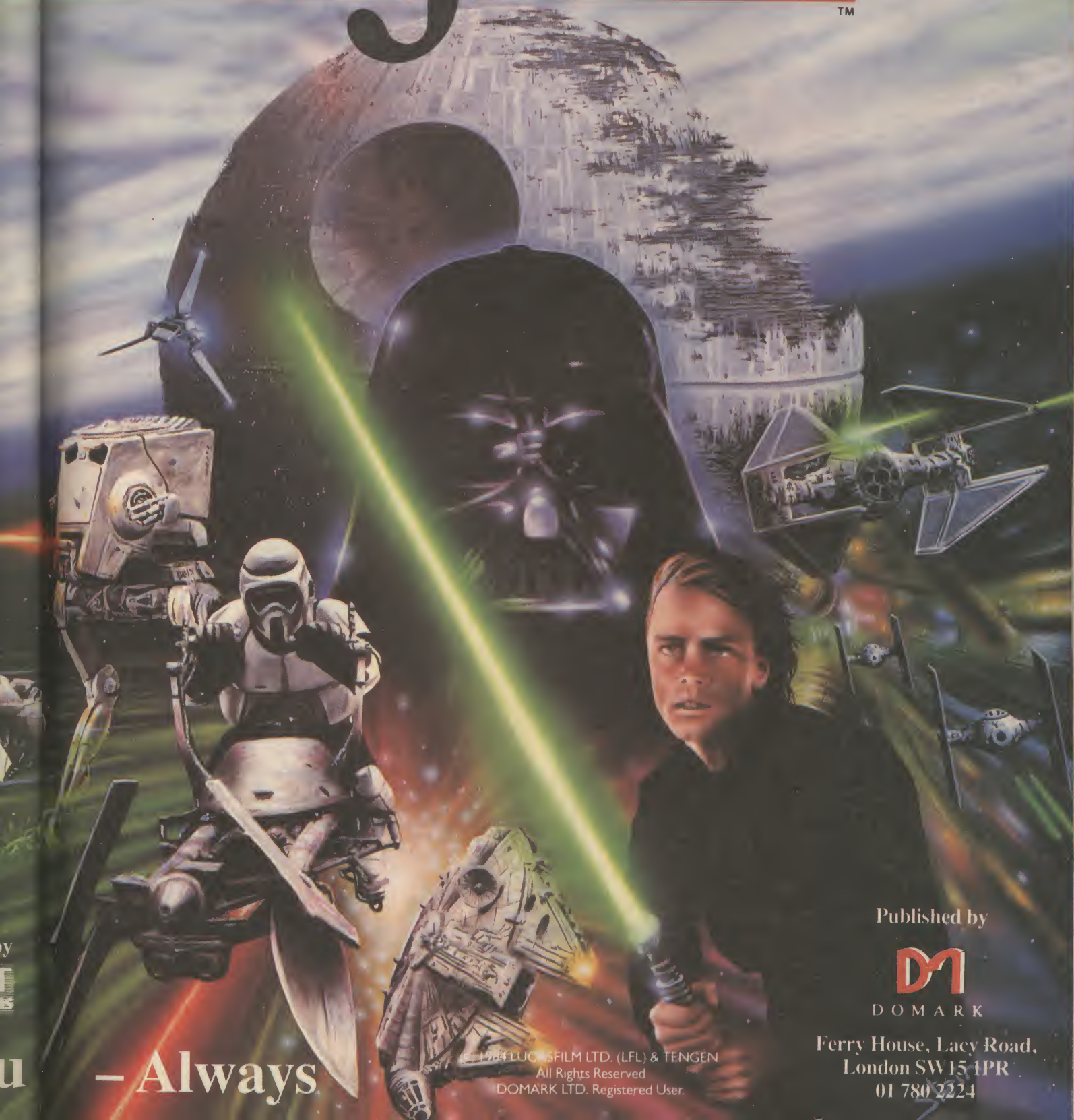
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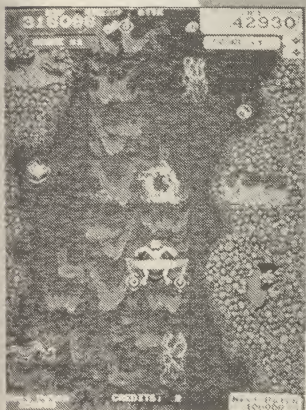
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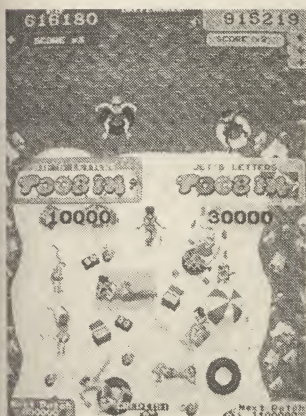
ARCADE ACTION



▲ Over the waterfall.



▲ Past the nasties.



▲ White water fun.

TOOBIN'

This is a useful tip for expert players — or those with money to burn. If a player gets to stage four, and a second player joins in the action, he's awarded a 1,800,000 starting bonus.

Welcome to Britain's arcade highscore table, where experts vie for the top positions on the records tables. If you're a nifty player, why don't you send in your scores and tips to: **C+VG Arcade Highscores**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

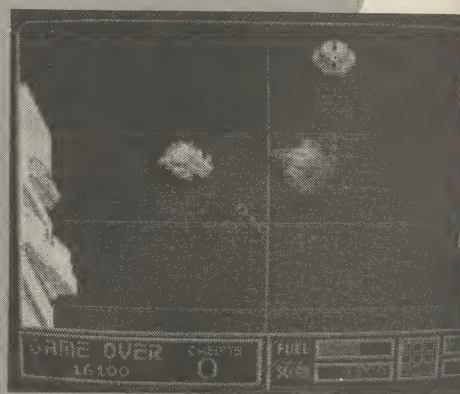
BUBBLE BOBBLE

A group of avid arcade goers in Littlehampton found this brilliant tip for Taito's classic game. How they found it, nobody knows — but it's incredibly useful. When the

Bubble Bobble title screen appears, quickly move player one's joystick left, press the jump button, move player one's joystick left again, press the one-player button, joystick left again, press fire, joystick left yet again, and finally press the one-player button. If you do this before the title screen goes off, a POWER UP message appears at the bottom of the screen. When a game is started, Bub is endowed with speed-up and bubble-up, making the game somewhat easier. Better still, when he dies, all the features are retained, making the odds a little more even.



▲ One star you won't see down your local arcades.



▲ All action in Vindicators.

VINDICATORS

If you're playing a two-player game, always be the first to reach the exit. Always accumulate as many points as possible — at the end of the level, points amassed are converted to fuel — so the higher the score, the more fuel is awarded.

If you're on your own, and start on the hard level, spend your stars wisely. The best combination is 15 stars on shot power, five on bomb cannons or smart missiles (whichever are on offer), eight on shields, and twelve on shot range. Maximum shot range is important, since it allows the player to take out gun emplacements while staying out of their range.

Look out in the future for more arcade tips in C+VG — it is an area we have semi-ignored for a while, but enough of you are writing in requesting them that we have rethought our policy.

TOOBIN'	5,879,538
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ARCADE ACTION

ARCADE SHOW ROUND-UP

Preview time has come round again and in early October I went to look at what's going to be the new mega coin-ops for 1989. The show, held in London, gives a taster at what we can expect to see hitting the arcades later on next year.

The last couple of shows have been really exciting with likes of *OutRun*, *Operation Wolf* and *Wec Le Mans* making their debuts. This year there was very little of interest either in the big game stakes or in the bread and butter range.

Other than *Power Drift* and *RoboCop*, there were only a few other games that were worth playing. All the other games we have already looked at — Taito's excellent *Chase HQ*, and so on.

level monsters which are a poor imitation of those in *R-Type*.

The graphics are in lovely shades of pastel which make them very difficult to differentiate close up, the game looks far more impressive when viewed from a distance.

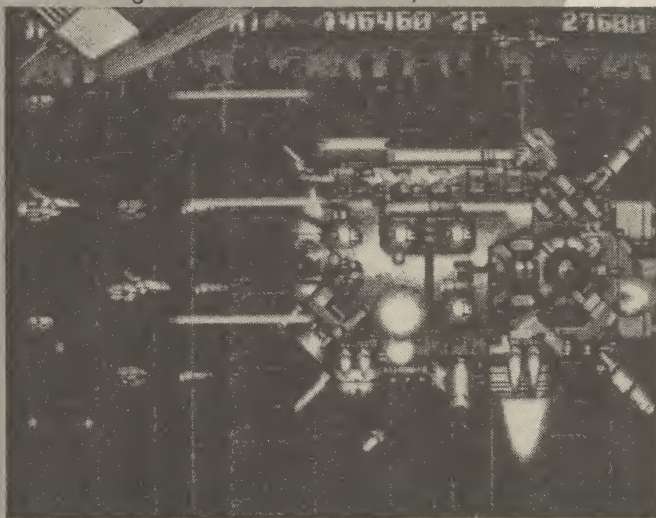
Thunder Cross is also very difficult. The game is very fast, calls for skill and quick reflexes and completing even one level is hellish. Thank heavens for the continue play facility. The game is nicely put together but if you want to go for this type, play one of the classics.

Remember *Midnight Landing*? The huge simulator which gave you a taste of how nerve racking it is to land a 747 in driving rain at the dead of night. Well Taito has just launched its sequel with the original game of *Top Landing*.

is slippery. Cloudy means you can't see the runway until you're almost on top of it.

On choosing your destination you are told what type of craft you're flying, the wind speed and your altitude. The dials round the screen continue to give other vital

your job to catch them and shove them into the back of a Police Van. With guns blazing it's not too difficult to get the first couple to surrender. Run up to them and they'll obligingly follow you to the van. The problems start when you run into a rival



▲ *Thundercross*.

information as you start your descent. Messages pop up on screen accompanied by a voice — presumably a worried airtraffic control — telling you to turn left or right if you look as if you're veering off course. The rest is up to you.

As you continue to play the landing game, you'll find wind speed and wind direction changing as well as your starting position. These obviously all have to be taken into account, so you can't rely on repeating your last landing.

Top Landing wouldn't hold my interest for long, but it is a test of skill. I know I wouldn't stand a chance in the real thing, but I did enjoy a quick flight with my feet planted on terra firma.

Konami's other offering at the show was *Gang Busters* — a cartoon style cops and robbers game starring two idiotic policemen with fluorescent punk hairdos.

This is a one or two player game to apprehend a gang of bank robbers. Having just bust the local bank, the gang forgets the getaway car and each one scurries off down the street a bag of loot.

You hot foot it after them,

gang of thugs.

If you let any of this gang get too close, or get distracted your captives are more than likely to find their courage, duff you up and escape. So the sooner you get them into the van the better. As you travel through the game the numbers of mobsters increase and your chances of ploughing your way through the lot of them slip away.

Finding extra weapons is always a help and with the extra bullet power it's quite easy to blow most of them into next week. Occasionally the path you have to follow narrows to places where you're easily ambushed. Alternatively, you'll find your way blocked and on the other side are hordes just waiting for you to rip away through.

Keep your eyes on the man holes. These tend to conceal one of the gang who'll pop up, lob a gun at you and just as quickly duck back again. Luckily these only have a short range and as they explode a cartoon style. WOW! flashes up for a moment. Crossing streets is also hazardous. Try not to get mown down by manic drivers.

CONT. ON 148 ▶

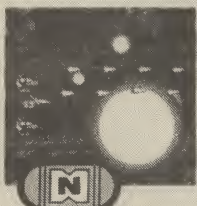
SPECIAL POWER UP

Super Weapon-cannot be used without an option and are limited. Fire with Option adjust button.

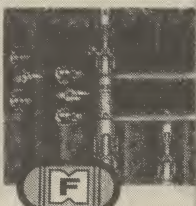


Macro Laser

▲ *Thundercross*.



Nuke Bomb



Flamethrower

Konami presented to the industry for the first time *Thunder Cross* which is neither new nor particularly exciting. In fact it's very much a rerun of *Salamander*, *Nemesis* et al. As you've probably guessed, it's a horizontally scrolling shoot 'em up with a large variety of pick-ups to enhance your ship and weapons systems and a huge range of aliens skimming towards you information.

Need I add that there are the obligatory cannons mounted on both ground and ceiling and you'll have the picture. Other dangers lurk in the blue lava which spouts out of volcanoes and in the end of

In fact, I couldn't get to grips with *Midnight Landing* and without fail managed to ditch my craft time and time again. Now *Top Landing*, though as sophisticated as its predecessor isn't as difficult. Within three attempts I managed one safe take-off and also landed a trainer at Sydney airport. No mean feat I can tell you.

At the beginning you're given a choice of eight airports including Rio, Paris and San Francisco. Your choice may also be influenced by the weather conditions at each — clear, cloudy or rainy. Rainy means that vision is obstructed and the runway

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The struggle is not all one sided — laser powered turbos give you unbelievable acceleration and the power to fly, whilst your fusion enhanced controls will enable you to steer a path through the most devastating opposition.

The road narrows — the space is tight — time to transform at the speed of light into the nuclear powered jet bike. Take to the skies in an aerial extravaganza of race skills, daredevil ploy, fearless road warring through nine totally distinct landscapes.

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ARCADE

Just because you're a copper doesn't mean they'll stop.

Gang Busters is a nice little game but there's nothing here to get too excited about. Very much a game which will earn Konami their bread.

Thank God the war ended in 1945. Capcom treated us to 1942 and 1943. *Scramble Spirit* from Sega could be '1944' and no doubt we'll soon see a 1945 look-a-like.

Scramble Spirit's a vertically scrolling shoot 'em up with a bird's eye view of the game. The idea is that Earth is being invaded by a mysterious enemy and you've got several missions — to intercept the aliens, find their secret base and save the

rockets to take these out. Soon you're flying over the sea. Small speed boats beetle around before firing clouds of shot at you. More aircraft and choppers attack and the screen is full of missiles of one sort or another. Dodging these is very difficult and offers a real challenge.

Next comes the enemy aircraft carrier and it's at this point that the game shows itself as something different from the usual *Flying Shark* types. Your craft zooms into a few feet above the carrier, the better to blast away all the canons. The graphics undergo a rapid change and are magnified to such an extent that each pixel is

advance base and it's here you'll come across four gigantic armoured tanks which have to be knocked out before you can proceed. Mission three sees you to the enemy's secret base — not much imagination went into this story line.

Scramble Spirit is nothing very new but it is fast and has some nice touches. A challenging game which is definitely worth a quick bash.

POWER DRIFT

For a really whacky, stomach churning ride, get into the *Power Drift* cabinet and hold onto your breakfast.

Yet another mega-game from Sega, *Power Drift* follows *Out Run*. After *Burner* and *Galaxy Force*. However, it's like none of it's predecessors other than the fact that the cabinet movements are even more exaggerated and are likely to toss you out of the driving seat if you don't strap yourself tightly in.

Power Drift is a cartoon style racing game with some lovely graphics, a roller coaster course and all of 25 circuits to be raced. Its main feature lies in the track layout. This loops around itself, leaving you bouncing over bridges of logs, then swooping on to a stretch of straight before being pitched into a tight hair-raising corner. There's lots to think about just keeping your buggy on the track and it's just as well as you can't oversteer and drive into a tree or blow yourself up.

And there's bags of variety, too. There are 12 drivers to choose from and boy! are these a case load. Punks, thugs, a Mr. T. look-a-like, a city gent and a blonde are just a few of the choices. And they've got characters to match. Just wait til you get them behind the wheel and then sit back and watch. Every time Mr T whizzes past another driver

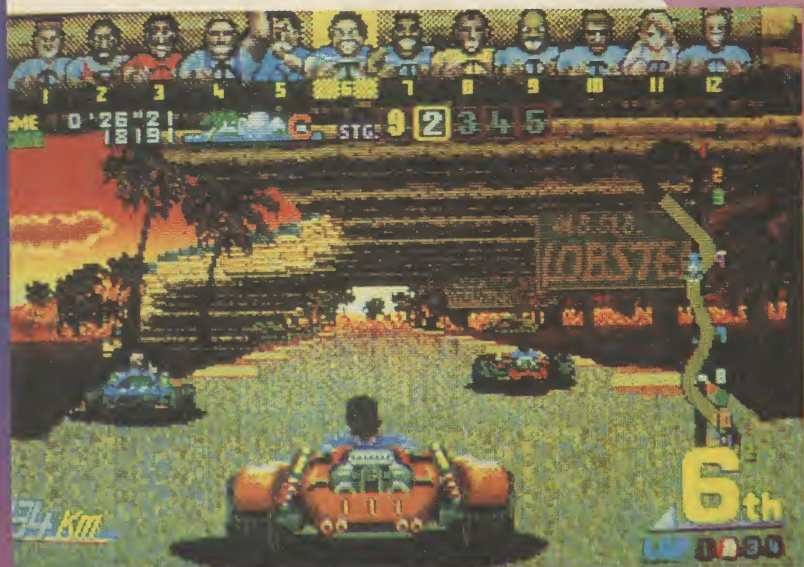


▲ Giant wheels add speed.

he turns round and shakes his fist at them. In fact, he spends more time looking backwards and smirking than concentrating on what's coming up round the next bend. If it wasn't for the fact that you're in control of the wheel he'd end the race last every time.

The first level has five circuits, each one more tortuous than the last, and on every track the other 11 competitors are harder to beat. You've got to get the hang of the game pretty quickly if you're to make it to track number 25. And at £1 a throw you're also going to be pretty broke.

The graphics are excellent — large sprites, breathtaking backdrops and eleven manic drivers competing against you offers a neat challenge. Each circuit is fairly short and to move onto the next you have to complete the course in at least third position. The car is very sensitive and it takes a few pounds to get the hang of handling the buggy on the raised log tracks. The car handles worse than when on solid ground and it's a simple matter to lose control, drive



▲ *Power Drift* — disappointing post — *Out Run* racer from Sega.

planet from an inter-galactic takeover.

So it's *Scramble*, *Scramble*, *Scramble* as you speed up into the skies en route to becoming a hero. The game is very fast with masses of firepower and very sensitive controls. Squadrons of the enemy zoom in from the top of the screen, take them all out for extra points. Extra protection can be found by attaching to your wing tips two smaller version of your own craft which triples your firepower. Tanks swarm over the ground below sending up anti aircraft missiles. Use your

visible. Once you've blown up as much as you can on the carrier your plane takes to the skies once more and a percentage of how much damage you've inflicted is shown. It's quite easy to get into the 90s and your points clock up accordingly.

End of level battle craft soon hove into view, spewing out homing missiles and lots of shot. As usual you've got to fire at the nerve centre of each monster craft to explode it and this takes some shooting a lot of wasted lives.

Mission two takes you on a trail to find the enemy's

EA ACTION



off the edge to end up on the straight below.

Antics like this don't help your position rating and the computer helpfully screams 'Hurry Up' on each occasion. Not that it does you a lot of good, but at least the next time you travel that stretch of road you should know where you went wrong.

The screen is well laid out with the main view being like that of *Out Run* – the back of your car racing round a track which unfurls and undulates before you. To one side is a map of the circuit and ranged across the top of the screen are the mug shots of your competitors telling you what your position is in relation to them.

Power Drift is made by the cabinet which has the hottest movement I've yet to see on a

coin-op. The cabinet really throws you left and right simulating the movements of your car. The game itself can get repetitive and once you've got the hang of the controls it shouldn't be too difficult to drive a fair way into the game. I played the deluxe version and imagine that the ordinary upright wouldn't be nearly so exciting. At a quid a go, it's a fairly expensive way of wasting the readies but nevertheless it's one game you've just got to give a whirl.

ROBOCOP

We have the technology – we can rebuild him. And that's basically what

happened to *Robocop*.

Data East has done an excellent job on *Robocop* which, in fact, is the follow up to the successful *Dragon Ninja*. Same large sprites, same style graphics and a hero who charges round annihilating everything which comes into weapon range.

You've probably all seen the film starring the cop who falls foul of the gangsters and gets blown to bits. Then come the high-tech guys who put him back together again, shove him into an armour plated suit and let him loose on the city's gangsters.

The game's a scrolling shoot 'em up, though you'll have to be quick on the trigger if you're to survive the onslaught of flying bullets, grenades and the like. You start off in a dingy back street, tatty warehouse doors cling to the doorjamb, windows are cracked and broken and huge packing crates litter the area. The streets are quiet as you stroll past the gutters. Suddenly a group of gangsters bursts out of a doorway guns blazing. RoboCop gropes for his shooter in a grinding slow-motion action which comes straight out of the film. But from then on, there's nothing hesitant about his intentions.

He just blasts away. The gangsters are powerless, lifted into the air by the stream of bullets and die an ignoble death. More stream in to attack. Guns appear at the windows spraying bullets wildly down on you. Being a cyborg, there's no way you can dodge them all, only speed and accurate shooting will get you out of this mess. Everytime you're hit, RoboCop flickers and his endurance slides down a notch. But it takes a lot to put a good robot down.

Crates, strewn around, create impossible obstacles. The only way to pass them is to blast them. Occasionally one will conceal a weapon, blast the crate and pick it up. You'll be well rewarded with



RoboCop – similar to the home version.

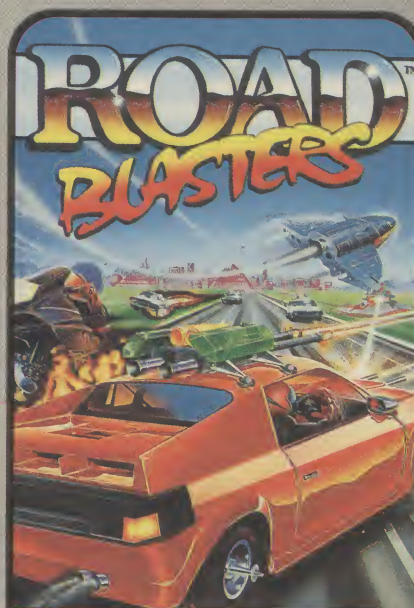
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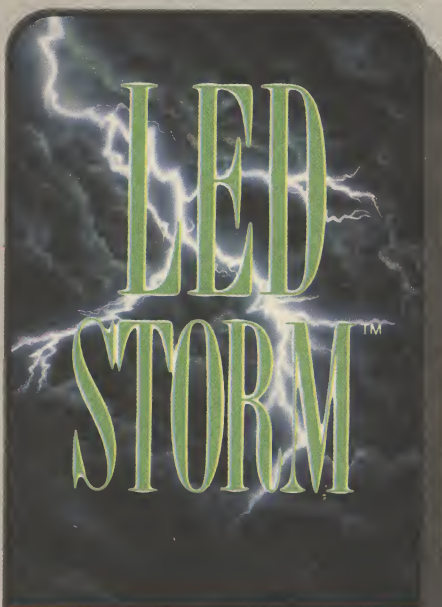
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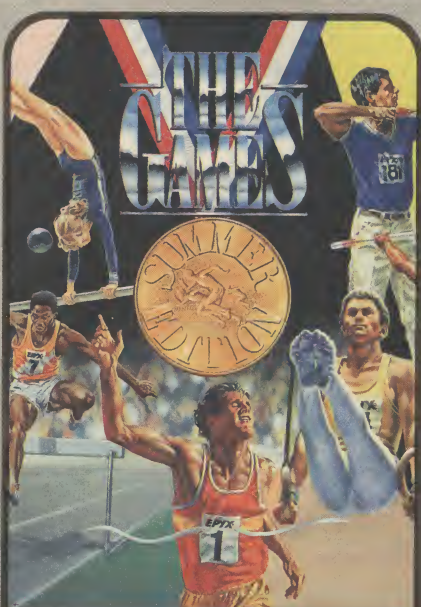
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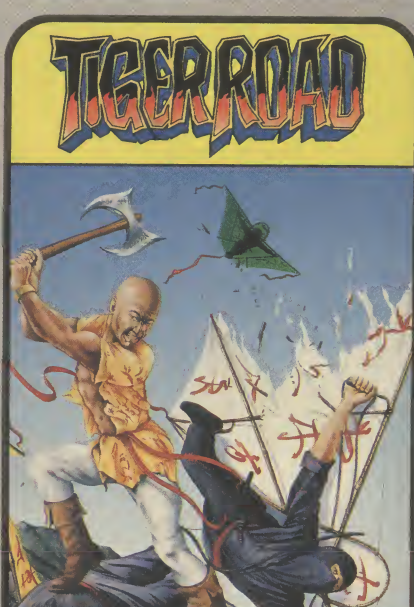
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ARCADE ACTION

one of a huge assortment of heavy duty armoury to make your task even easier.

And like all good games there's got to be an end of level baddie to make your hair stand on end. On level one, which is fairly easy, it's a van load of thugs. Blast the van to stop it and when the doors at the back open to spill out a gang of thugs, hit them where it hurts. Some will take more punishment than others and they are the ones carrying rocket launchers. When the last is dead the scene ends with a telling message from the armoured hero, "Thank you for your co-operation." He's not a man of many words and repeats these thanks in a gruff tone at the end of each level.

If you've done well in the scoring stakes you can go on to a bonus stage which is like a cross between *Operation Wolf* and *Discs of Tron*. You control two cross wires on the horizontal and vertical axes which can be moved up and down and left to right. Where these lines cross is where your missile will hit. Now bring the cross-hair to rest on the objects which are being

thrown at you from the back of the screen. The more you knock out the higher the score. A nice touch this, and one which requires quite a bit of co-ordination.

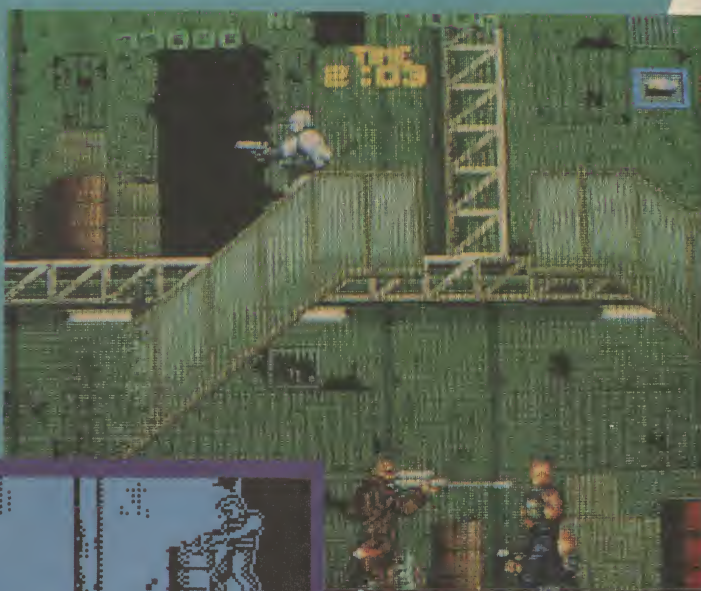
Next is a saunter through a breaker yard. The background graphics are superb in every detail. Broken down cars are piled high, the breaker's crushing machine is a deadly obstacle and the hordes of gangsters are as thick as before, though this time more cunning.

Make sure you don't get

▼ *Specy home version looks good*



▼ *Film that spawned a million spin offs.*



▲ *Droid cop looks tough, is tough.*

knocked out by flying heaps of scrap metal, or crushed by the huge stamping weights which thud to the ground every few seconds. Getting past a row of these is a nightmare, and to cap it all you've still got to shoot the hell out of the enemy. And your troubles haven't even started as you come across the car crushers. These are huge and you've not much time to nip under the horizontal bars before they slam down to reduce any lumps of metal to a paper thin thickness.

The enemy stand on top of these throwing bits of cars at you, and again your only hope of survival is to kill them before they knock you unconscious.

Apart from knocking the stuffing out of the gangsters you'll occasionally have to free the odd hostage. The trick here is to shoot the criminal and let the hostage run free. It's not too difficult and the cries of help bring you to the rescue in double quick time.

RoboCop is an exhilarating game. Taking all the most playable aspects out of the film and combining them into one hell of a shoot 'em up. It must be said that apart from the style of the characters, the gameplay is not original. Though the game's very similar to *Dragon Ninja*, it has its own flavour and will, no doubt, be a great success.



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– C & VG November

'An absolute must for Spectrum-blasting fanatics .

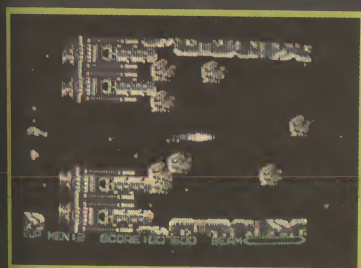
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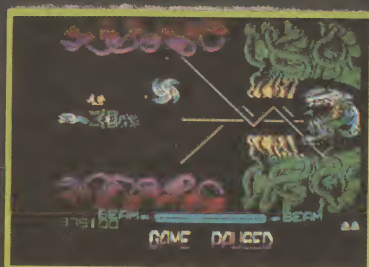


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Commodore 64 screen shots shown



Spectrum screen shots shown



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FRAME UP

OK you lot, listen up, this is the Editor speaking, getting sick and tired of all those space ships, dragons, and heavy metal bands you keep sending to Frame Up. Christmas is coming so how about something festive – maybe with a hint of sci-fi thrown in for good measure. Oh yes, and Gary Williams wants you to send Frame Up stills of Sabrina. Go to it.



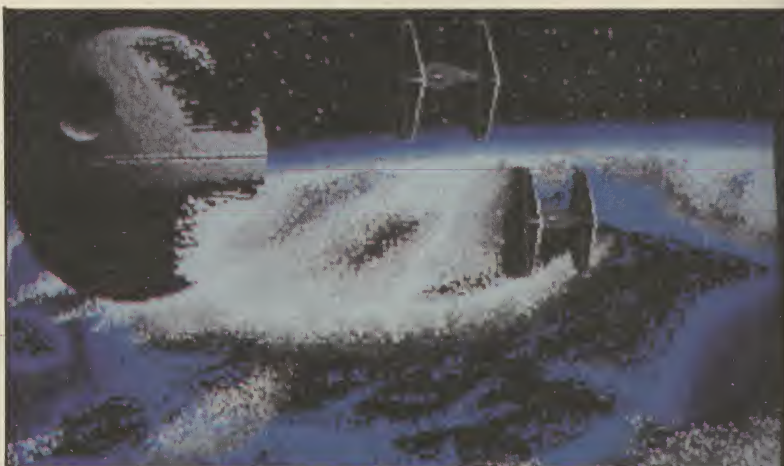
Drax supplies us with a pic of my Testorossa.



Psygnosis's Barbarian piccy on the 64 from Stuart Lee.



Nuke your parents with DR and Quinch from Noel Wallace.

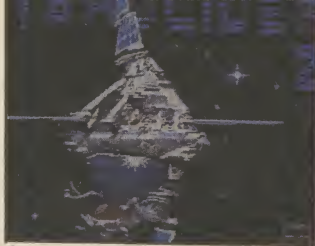


A well timed burst from Star Wars, courtesy of Simon Clark.

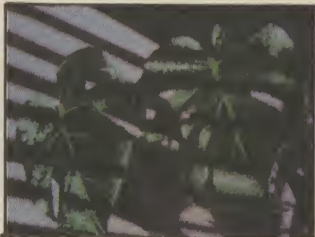
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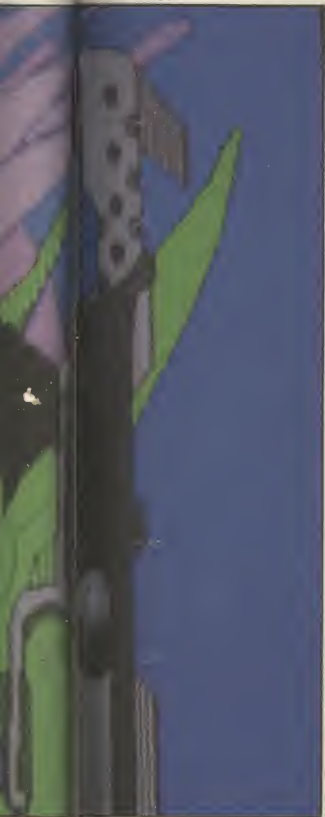
A well constructed piece of Greek technology once again by Stuart Lee.



Starglider Two on the ST by a man with no name.



Neat Plants by Jason Pritchard.



Micky Mouse meets streetfighter, again by John Wood.



Magicians Gambit by Oh God, Stuart Lee.



Say Hi to that freaky old guy from S. Lee.

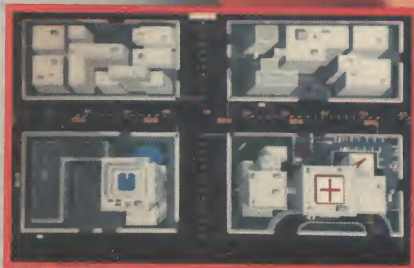


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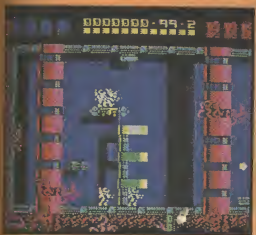
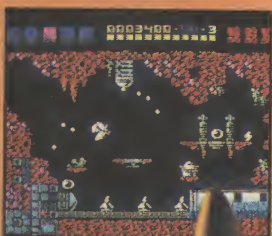
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Captain Silver

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: JULIAN RIGNALL.

Shiver me timbers! Data East's ageing and obscure arcade game has just been converted to the Sega, and those responsible should be made to walk the plank!

The game is basically a variation on the *Ghosts 'n' Goblins* theme, although it's nowhere near as good as the Capcom classic.

The player guides the sword-wielding Captain Silver across a horizontally



▲ Search the village.

scrolling landscape, avoiding the poorly-drawn monsters that attack from both sides or slaying them with a quick thrust of his stabber. When a corpse disappears, a letter or blue block remains, which is picked up for extra points and money. Later in the game, Silver is able to enter shops and buy items, including a shield (which allows him to be hit twice before he dies) and the ability to shoot stars from his sword.

The first level is set in a village. Get to the centre of the hamlet and the action switches to a ship.

Rigging is climbed to reach other parts of the ship, where pistol-toting seadogs jealously guard extra weapons, and the hold is entered by climbing down an available ladder. The Captain of the ship is found at the bow, and Silver confronts him in a duel to the death. If the black-garbed renegade is defeated Silver moves onto treasure island. Later still comes a platform section where Silver has to negotiate a series of moving floors.

The problem with *Captain Silver* is that it has all been seen before – it

▼ Buy some provisions.



offers nothing new. The graphics are gaudy and unimaginative, the animation is amateurish, and the sound harsh. The gameplay is badly flawed, allowing you to get through the first three levels with complete ease, and then the difficulty level is bumped right up, making the platform section difficult to clear.

Those who have never played a *Ghosts 'n' Goblins*-type game before might find this fun, but to be honest there are many better examples of the genre – try *Alex Kidd* or *Wonderboy* instead.

► GRAPHICS	5
► SOUND	5
► VALUE	2
► PLAYABILITY	4
► OVERALL	47%

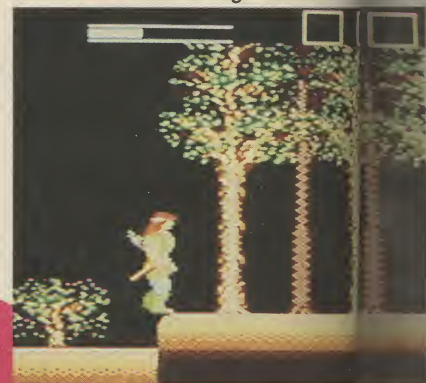
Mean Machines

December is a bumper month for Nintendo and Sega owners, with no less than four new Sega games under scrutiny, as well as an early Nintendo title, and an exclusive 'head to head' between the Sega and Nintendo versions of *Double Dragon*. There's an in-depth look at the *Legend of Zelda*, with maps and tips to help players go far, and, of course, there's all the latest console news.

Lord of the Swo

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: MATT BIELBY.

You could be forgiven for thinking that all Sega games are the same. Except for the odd honourable exception – *Thunderblade*, say, or *Afterburner* – they're all hack and slash adventures. Play one ▼ *Shades of Rastan Saga*.





▲ Sh - Matt gets wet.

Rastan Saga-clone and you've played them all.

A harsh judgement, yes, but *Lord of the Sword* does little to dispute this claim. *Lord of the Sword* is the story of Landau, a young man on a quest to rid his land of the demons and evil creatures that have overrun it, and in the process become king. Armed with both sword and bow and arrow, he cuts a suitably heroic dash, but is perhaps one of the least charismatic heroes ever.

That is what the whole game lacks: a sense of character. Landau's quest involves finding a legendary tree which is the symbol of the royal family, killing all the Goblins and destroying the statue of Evil.

Some of these monsters are quite inventive, but with the backdrops being mainly wooded areas, and the same beasties consistently cropping up, it really seems to lack the variety to put it at the very peak of this sort of game. There are many better examples of the genre about. It's okay, both attack moves work well and collision detection is fine, and there is a lot of game to explore, but it loses out in an undistinguished plot, a lack of visual imagination and variety.

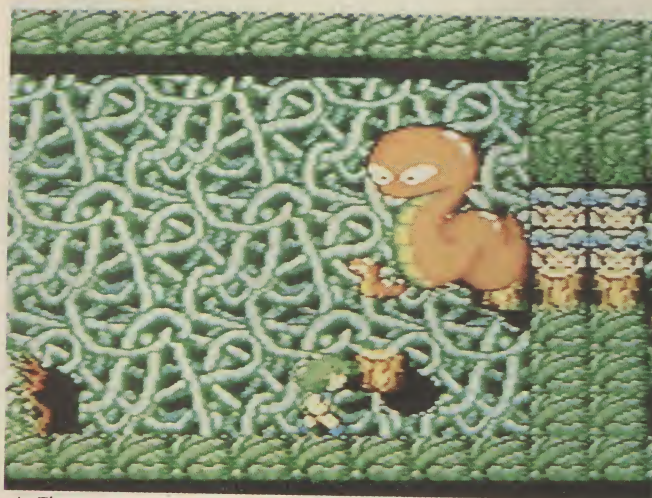
► GRAPHICS	6
► SOUND	6
► VALUE	7
► PLAYABILITY	7
► OVERALL	64%

Golvellius

- MACHINE: SEGA.
- PRICE: £24.95.
- REVIEWER: JULIAN RIGNALL.

Sega's candidate for the whackiest title of the year award is, in fact, an excellent arcade

screens. In two reside faries, which reveal details of Golvellius' quest: to collect seven jewels. Another three are shops where extra items are bought - if enough cash has been collected. The



▲ That worm is meant to scare - ha.

adventure set over a variety of terrains.

At the start of the mission, *Golvellius* is given a sword and a pair of boots by a haggard old crone, and from then on he's on his own.

The first level comprises a horizontally scrolling trek through a worm-infested cave. Slithering creatures inch their way towards the hero and are sliced before they have a chance to make contact; if they do, a chunk is knocked off Golvellius' energy bar. If the bar is depleted twice, the mission is over. Halfway through the section a giant worm bars the way, and is defeated by repeated sword slashes. When it dies it drops jewels, which are picked up to add to the cash total. A little further on is the cave exit, which leads to a *Gauntlet*-style level comprised of nine flick screens.

Some of the screens have holes which are entered to access other

last one leads to a vertically scrolling cave inhabited by flying creatures and a large bat. Bash the bat and a snowman appears - not a cute 'n' cuddly one like Raymond Briggs' brilliant creation, this one is mean and throws energy-sapping icicles at the hero.

If he's destroyed, Golvellius is returned to the *Gauntlet* level, where an exit opens to another level, similar to the previous one but set in desert. As the adventure progresses, more and more of the mission objective is uncovered, and better weapons and useful items may be purchased to help Golvellius find the elusive jewels.

At the end of a game, a code is given, so that the player may start at the same position at another time, and there's also a continued option for those who like to persevere.

I must say that I enjoyed

playing this. It's challenging, addictive and varied - and there's plenty to explore and uncover. The graphics and sound are of very high quality indeed, and all the different sections combine to produce a highly entertaining and compulsive arcade adventure.

► GRAPHICS	9
► SOUND	8
► VALUE	7
► PLAYABILITY	9
► OVERALL	84%



▲ Why not? Rignall'll buy anything.

Nintendo Soccer

- MACHINE: NINTENDO.
- PRICE: £19.95.
- REVIEWER: JULIAN RIGNALL.

Just about every computer and console in existence has some form of football game available for it, and

▼ Nintendo Soccer - sick as a parrot.





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Mean Machines

Rambo III

► **MACHINE:** SEGA.
 ► **PRICE:** £24.95.
 ► **REQUIREMENTS:** LIGHT PHASER.
 ► **REVIEWER:** JULIAN RIGNALL.

player can only fire very short bursts of fire. If things are particularly grim, either a grenade or rocket can be launched to kill everything on-screen.

If the player survives for a predetermined time, energy and ammo remaining are converted to bonus points, and the second level begins with even more soldiers and helicopters to contend with. The game continues in this fashion, with an increasing number of forces every level.

Rambo III is an unashamed *Operation Wolf* rip-off, but it's a good one and combines great graphics and smooth scrolling with some very challenging and frenetic gameplay. In fact it's almost too hard, and it takes an awful lot of practice to get past the

the Nintendo is no exception.

At the start of the match, the one or two-player option is set. After that one of seven teams is chosen and the timer is set to 15, 30 or 45 minute halves. If one person is playing the computer, one of five skill levels is chosen.

The viewpoint is a traditional one, with the match being played over a horizontally scrolling field. The player is given control over the nearest player to the ball, and can either kick at the goal, or

At first glance, *Nintendo Soccer* doesn't look that good, with some poorly defined players and a distinct lack of scenery – it's almost like playing a Sunday league game! However, it's graced with oodles of playability, and even though the game is a little on the slow side, there's plenty of scope for football fans to hone their skills.

The five different skill levels combined with seven teams of varied ability give plenty of long-term challenge, and the two-player option, as ever, is brilliant.

Nintendo Soccer is one of the best simulations of the sport, and shouldn't be left on the sub's bench.

► GRAPHICS	6
► SOUND	6
► VALUE	7
► PLAYABILITY	8
► OVERALL	83%



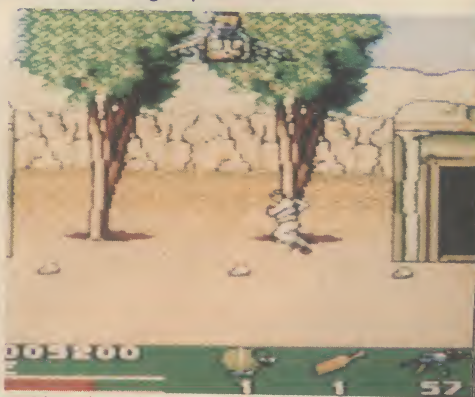
▲ *Nintendo Soccer* loses to *Sega*. pass to a team-mate. The receiver is indicated by an arrow, and is usually the player who's nearest in the direction the current player is running.

When the ball is shot at goal, an arrow behind the posts can be moved up and down to bend the ball out of range of the keeper. If the opposition get the ball into your area, keeper control is handed over to the player, and he can dive at the ball.

Rambo, defender of mom's apple pie and all things right of the Republicans, has gone to Afghanistan to battle the Russians. Well, in his third film he has, because in real life he'd have trouble finding any Russian soldiers to murder since they're all pulling out.

Still, that hasn't stopped Sega producing this game-of-the-film. The film centres on mass genocide and Sega has decided to capture the ambience of an abattoir with an *Operation Wolf* style game, played over a left to right horizontally scrolling landscape. Soldiers pop up from all angles and are blasted with a well-aimed shot of the light phaser before they open fire. If an enemy manages to shoot a couple of rounds out of the screen, some of Rambo's energy is lost, represented by a bar at the bottom of the screen. A depleted bar means death, so good hand-to-eye co-ordination is required to survive.

Ammo is limited, and the rounds remaining are shown next to the energy bar. If the ammo is completed used up, the



▲ *Blast that Chopper*.

second level – mind you, when you're shelling out this much money for a game, you want something that lasts more than a few nights of play!

By only gripe is that there isn't a joycard option. As a result many Sega owners will miss out – a shame, because *Rambo III* is an excellent game.

► GRAPHICS	8
► SOUND	7
► VALUE	7
► PLAYABILITY	8
► OVERALL	81%

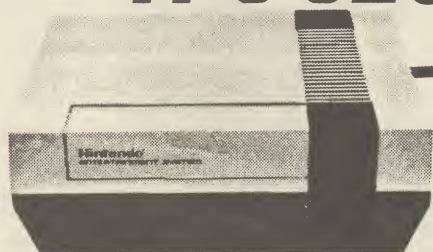


▲ *Rambo III* – looks like *Op Wolf*.

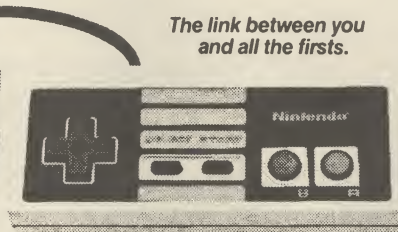
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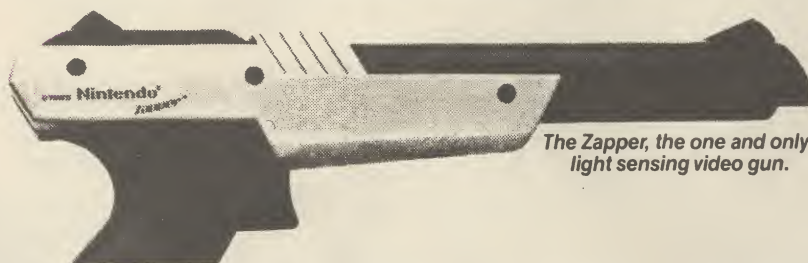
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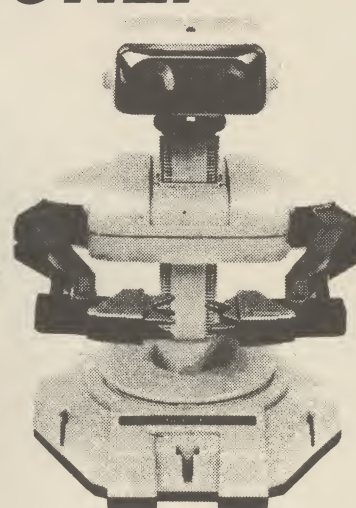
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Nintendo

ENTERTAINMENT
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Mean Machines Tips

Legend of Zelda

In this month's Mean Machines in-depth tips section, Legend of Zelda comes under scrutiny as we reveal how to get the most out of this massive Nintendo arcade adventure.

Link, the hero, starts his quest unarmed, so the first thing to do is get a sword by entering the door at the top of the first screen. Once it's in Link's possession he can really start adventuring.

Try and keep Link's energy levels topped up to maximum – he can throw swords when all his hearts are red. If he gets hit he loses his

advantage and life becomes a lot more difficult.

Kill everything – that way you're ensured of a constant supply of rubies – money with which Link can buy extra weapons and items. The best weapons to buy are the white sword and the magical sword – these are extremely powerful. The magic shield is also a good one to go for since

it blocks enemy arrows and missiles

Scattered throughout the land of Hyrule are different magical objects – pick these up to provide much-needed help if Link is to collect all eight pieces of the Triforce and defeat the evil Gannon at the end of level nine. Heart containers boosts Link's heart capacity by one, adding vital extra health to his total. There are two types of boomerang. The wooden one stuns enemies, while the metal one (found in the hardest room in level two) kills weaker creatures. Keys open doors but are only used once,

happens!

Generally, explore as much as possible and don't be afraid to experiment. There are four short cuts hidden around the map which allow Link to cross the map with ease, and there are also secret caves, found by pushing rocks and blowing up cliffs.

Most important of all – read the instructions carefully they contain many hints and clues which should help put Link on the road to victory.

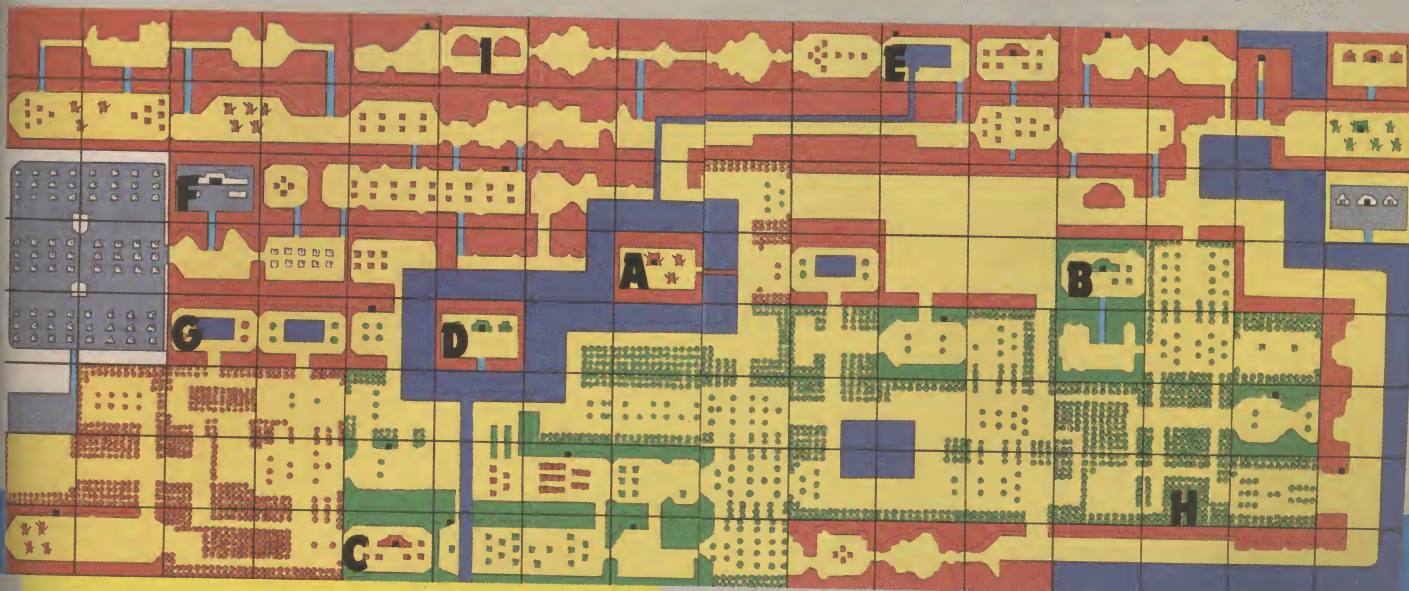
Finally, if you can't beat Gannon and are overcome with curiosity as to what the next level has in store, register your name as Zelda and you'll automatically start on level two.

KEY

- A LEVEL 1
- B LEVEL 2
- C LEVEL 3
- D LEVEL 4
- E LEVEL 5
- F LEVEL 6
- G LEVEL 7
- H LEVEL 8
- I LEVEL 9

whereas the magic key can be used over and over again. Like the boomerang, there are wooden and metal types of arrow. The former is less powerful. The ladder is used to cross small rivers or holes, while the items which can be dropped in the path of oncoming creatures. Water of life is essential for higher levels; blue water tops up Link's heart meter once, and a red one does it twice. The whistle is the most helpful of all items – Link can't complete his quest without it. Blow it in the Overworld and something surprising

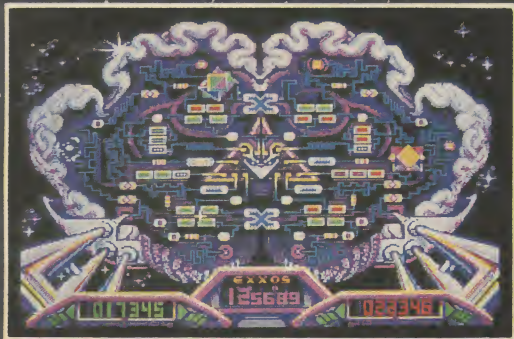
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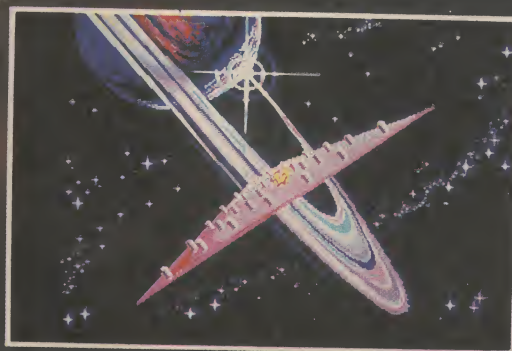


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And remember, this is Nintendo, right? So you might get beat, but you won't get hurt.



1. You're Little Mac and your first opponent is Glass Joe.

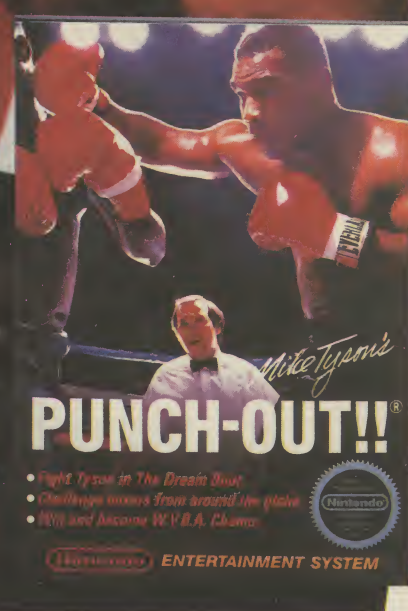


2. The bell's gone. Now it's up to you.



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Mean Machines Tips

1 Legend Of



LEVEL 1

LEVEL 3



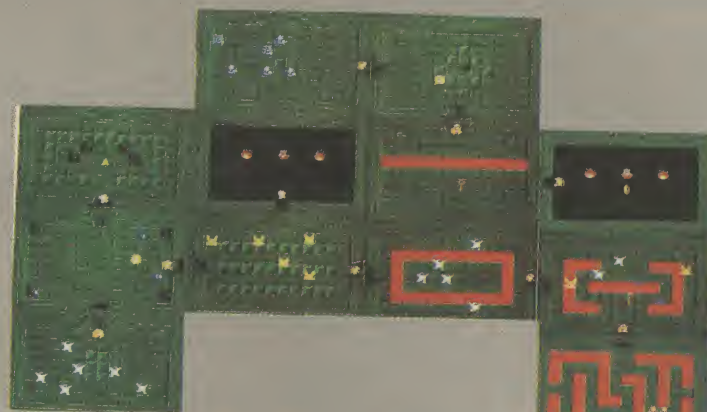
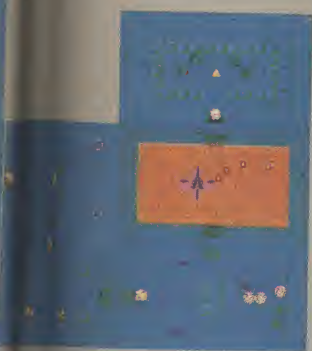
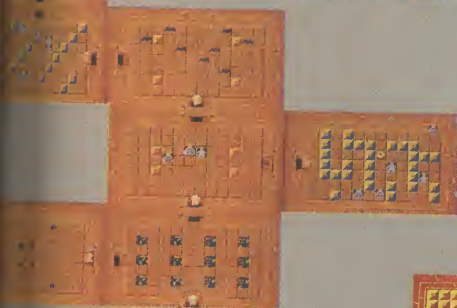
LEVEL 2



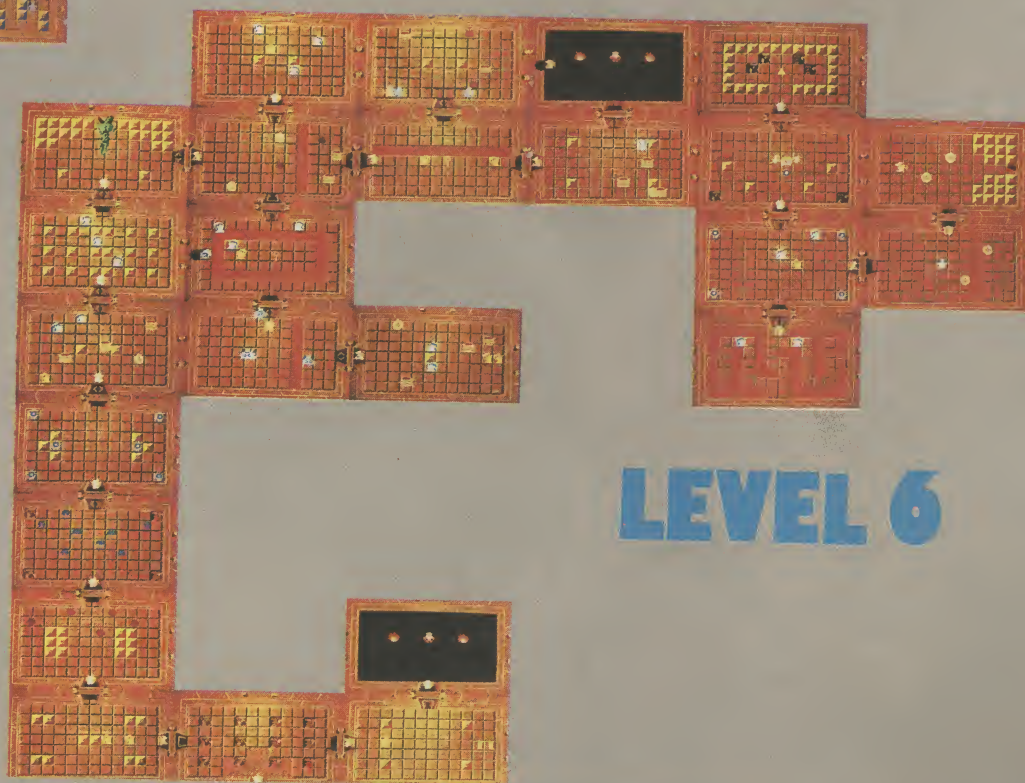
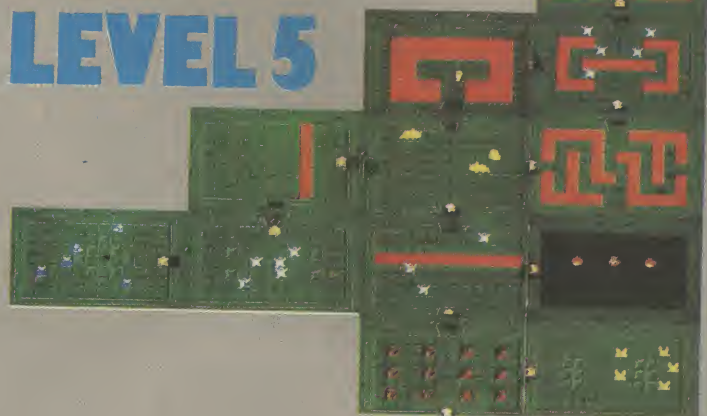
of Zelda



LEVEL 4



LEVEL 5



LEVEL 6

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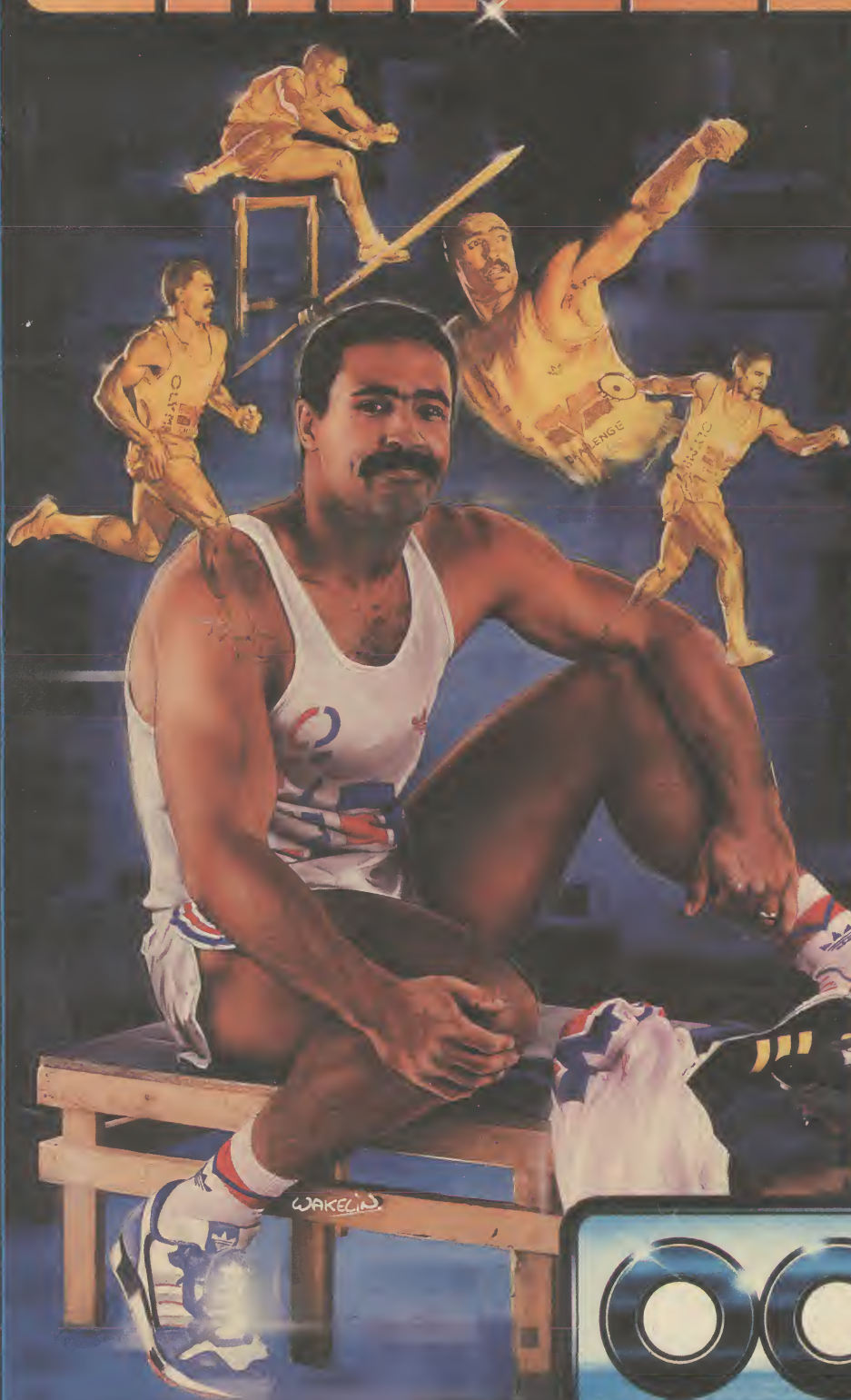
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Mean Machines

Double Dragon

► **MACHINE:**
SEGA/NINTENDO.
► **PRICE:** SEGA £22.95,
NINTENDO N/A.
► **REVIEWER:** JULIAN
RIGNALL.

Double Dragon, Technos' tough street fighting game has been in the arcades for nearly two years, and only now has appeared on the home consoles.

The game puts one or two players in the roles of denim-clad street fighters, who have to go and rescue a girl who's been kidnapped by a rival gang. This means an excursion to the wrong side of town, and every step is fraught with danger.

At the start, an introductory sequence shows the girl being abducted by the gang – a notorious-looking bunch of hoodlums. Then the action begins with the player(s) walking onto the scene. Immediately gang members attack, and attempt to wear down the player's energy bars with well-aimed kicks and punches. The heroes can reciprocate with their arsenal of mid-kicks, uppercuts, head-butts, high kicks and punches. Most opponents have to be floored several times before they give up the ghost.

As the combatants walk

across the horizontally scrolling landscape, the opponents become more hostile, and start attacking with weapons like baseball bats, petrol bombs and whips. If they're dropped, the player can pick them up and use them against the enemy – usefull!

At the end of the level is a big bruiser, who is defeated to move onto the next level. As the players progress

through the game, the opposing gang members become increasingly ferocious, and the mission ends with a fight to the death with the gang leader himself. Will the girl be rescued? That's up to you.

Considering that these are conversions of the same arcade game, there are quite a few differences between Sega and Nintendo *Double Dragon*. The first thing that instantly strikes you are the graphics. On the first level both versions adhere pretty well to the arcade original, but from then on it seems that the designers have added their own artistic touches, and both differ quite

considerably. Overall, the Nintendo has the edge over the Sega, with more detailed and colourful graphics. The sprites are also different on both versions, with the Nintendo's looking typically cuter, compared with the squatter Sega counterparts.

Another major difference between Sega and Nintendo is the screen size; the Nintendo is practically full-screen, whereas the Sega

is chopped at the top and bottom, leaving unsightly black borders, rather like a Postbox format film on telly.

Both versions suffer from sprite flicker – the Sega is particularly bad, and it's often difficult to tell the hero apart from the enemy. The Nintendo doesn't flicker so often, but the bottom halves of sprites disappear occasionally when things get busy.

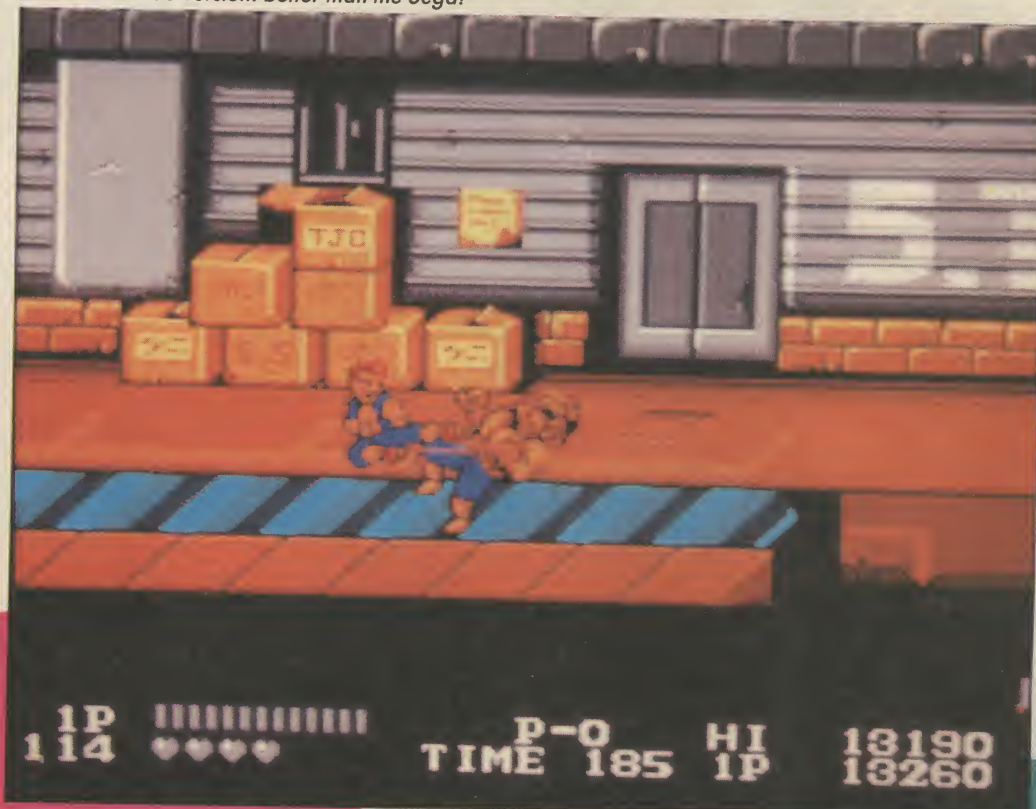
On their own merits, both versions are competent. I think that the Sega version could have been a little better, as it doesn't play quite as well as the Nintendo, but nevertheless it'll satisfy *Double Dragon* fans.

The Nintendo unfortunately lacks the two-player option, but more than makes up for this deficiency with an extra one-on-one *Street Fighter*-style game included on the ROM. As a solo game it's engrossing and fun – it's a shame it won't be available until next year.

SEGA NINTENDO

► GRAPHICS	7	7
► SOUND	6	7
► VALUE	6	N/A
► PLAYABILITY	7	7
► OVERALL	76%	83%

The Nintendo version: better than the Sega!



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Out to Lunch

One of my earliest television memories is a puppet show starring a cowboy called Tex Tucker. Seeing that Four Feather Falls first appeared in 1958, I must have been watching a repeat. Even I didn't goggle the box before I was out of nappies!

Its successor featured a jet-powered flying car and I probably saw that later too. There's every chance I watched the first run of the space adventure that followed though, and by then I was old enough to know the name of the genius behind Fireball XL5 and all those other titles – Gerry Anderson.

Mike Mercury, Troy Tempest, the Tracey family – throughout the sixties my imagination soared with Anderson's flights of fantasy. And if, around 1968, I forsook Supermarionation for the flesh and blood adventures of The Avengers, there was a whole new generation discovering that there were no strings on Captain Scarlet.

But if anyone had tried to tell me, back in the days when I was manoeuvring a model of Thunderbird 2 around the kitchen floor, that one day I'd be chatting with the only man who really knows what Lady Penelope and Parker got up to when they weren't racing around in her pink, six wheeled Roller, I'd have thought it about as likely as joining International Rescue.

Now I'm sitting in Anderson's office, wondering if he can pull some strings and get me a trip in Thunderbird 2. No go! Never in the field of television has so much pleasure been given to so many by one man – but Gerry Anderson is modest, almost apologetic about it.

"It was just one of those things. I'd formed my own film company and we were on the point of bankruptcy. Then an authoress came along with The Adventures of Twizzle, and asked me if I'd film it. The answer had to be yes. We had no money, were starving, in debt so it was 'What a hell of a good idea.' Otherwise I would never have been in puppets."

A softly spoken, serious man, Anderson admits that each

With Grand Slam set to launch a Thunderbirds computer game in '89 and a new feature fill starring the old puppet heroes around the corner John Minson went to meet MR Thunderbird – Gerry Anderson – for an exclusive C+VG interview.

series was an attempt to better the previous one. "I'd been so ashamed of those pictures that I tried to improve them. Eyes and mouths began to move. We replaced painted backgrounds with cut outs with depth. And it got to a point where I saw the films could be respectable."

Working under extreme pressure to produce each episode there was little time for refining techniques or developing intricate plots. But hurried decisions proved to be inspired. Take the origin of Supercar: "The puppets couldn't walk properly so I thought, how can I get them to move fast on the screen without actually having to walk? If I make a vehicle that can do anything we can rush the puppets to any situation while they're sitting down."

After earthbound and space adventures, Anderson took the plunge underwater with Stingray. This was another ground breaker – the first colour TV series to be made in the UK! By now Gerry Anderson was as much a part of the Sixties as The Beatles.

I still remember the thrill of hearing that Thunderbirds would be in hour long episodes. It marked acceptance for the marionettes and a marketing revolution for Anderson who by now had his own toy company and publishing

▼ Dick Spanner.



▲ Gerry Anderson operation.

Thunderbirds really were Go! He even made two feature films featuring International Rescue, one of which features a puppet Cliff Richard – who said they thought he was a wooden head anyway?

Despite the superior puppetry and effects – and for once Anderson announces himself satisfied with them – the films were not great successes, and though there were several more puppet series, including the beautiful models of Captain Scarlet, in proper proportion for the first time, then Joe 90 and finally the live action/Supermarionation combination of The Scarlet Service, Anderson wanted to work with real actors.

His opportunity came with another feature film, Doppelganger, which concerned a tenth planet on the far side of the sun. Despite an Academy Award nomination for its special effects, it's hardly ever revived – a pity as it was a classy piece of sci-fi. Then came the live action series, UFO, The Protectors and Space 1999.

Twelve years after he'd hung up his heroes, Anderson returned to puppetry with Terrahawks, using a refined technique he called Supermacromation. Why the U-turn? In the late 70's he'd moved to Hollywood where he was, by his own admission, lonely and depressed. "I went for a coffee and the waitress

asked me, 'What do you do?' For the first time in my life I was anxious to impress somebody so I said 'Actually I'm a producer.' And she just said, 'Right. Milk? Cream?'

Suddenly I realised, producer's are two a penny. But what I had been doing made me a very special sort of producer."

His most recent special productions include award winning commercials and Dick Spanner, the private eye who inhabits an alternative universe where the oddest things happen to the accompaniment of the oldest jokes.

But the inventive Anderson imagination is never at rest. Even though his adventures are out of favour in certain trendy TV quarters, he has two major new projects. He's already made a one hour pilot for Space Police which sounds incredible. "It's a combination of people, actors and special effects, all rolled into one – everything I've ever done – and it is a damn good show. It will be made, I'm sure, but it ain't easy."

Then, while I'm still taking this in, he hits me with the big one. "At this moment I'm talking about a new Thunderbirds feature film. I've come around to thinking, now one can do such wonderful things, about bringing back the old characters, but with real actors." What will it be like? Anderson says it will be escapism but will contain some social comment. I can't wait!

Finally I ask Gerry about the philosophy behind his series. He thinks for a moment before replying: "I've always been interested in triggering off things in children's minds – things that could continue after the show is over."

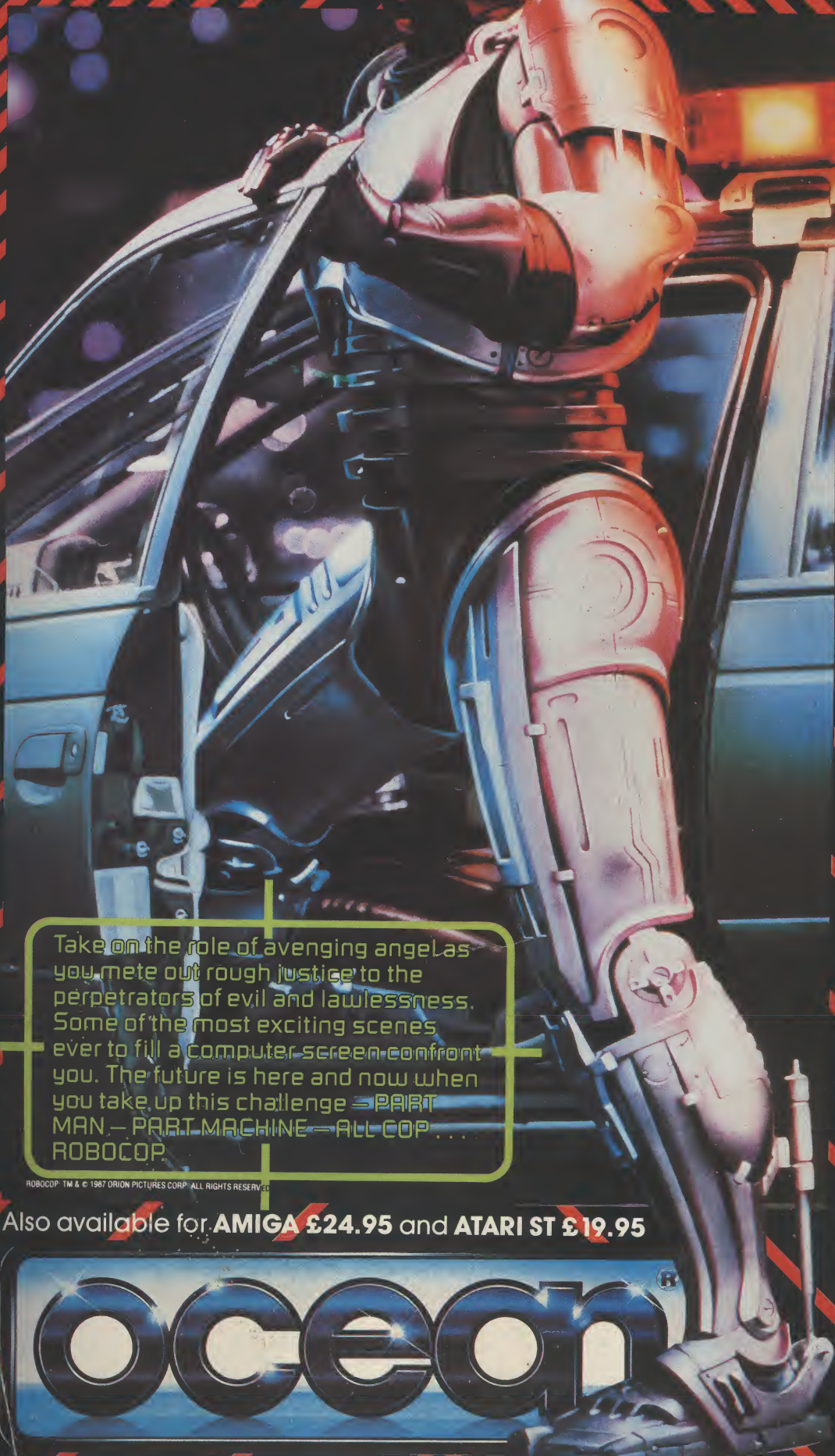
And here I am, living proof that he succeeded. Twenty five years after my first exposure to Anderson's world, those puppets live on in my mind. I wonder if the same will be true for the generation raised on Grange Hill.

Dick Spanner Vol 1: The Case of the Human Cannon Ball, joins Thunderbirds, Stingray, Captain Scarlet, Terrahawks, Joe 90 and UFO on Channel 5 video, all at £7.99 each.

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